

"Furniture & Meat"
1025-171
Final Board

Date 12/17/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 12/17/13
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

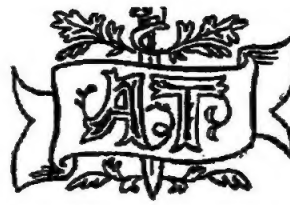
Storyboard by
Cole Sanchez & Andy Ristaino

JAN 14 2014

1025/171

1025/171

ADVENTURE TIME



Page 1

Sc. 01	Pnl. A	Bg.	day night	Sc. 01 CONT	Pnl. B	Bg.	day night

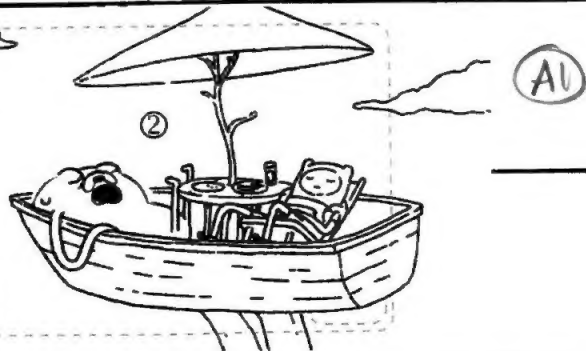
Dialog:

F & J / (SNORING)

Action:

- FLY FLIES INTO JAKES MOUTH.

Timing:

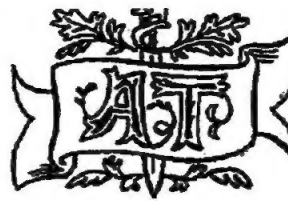


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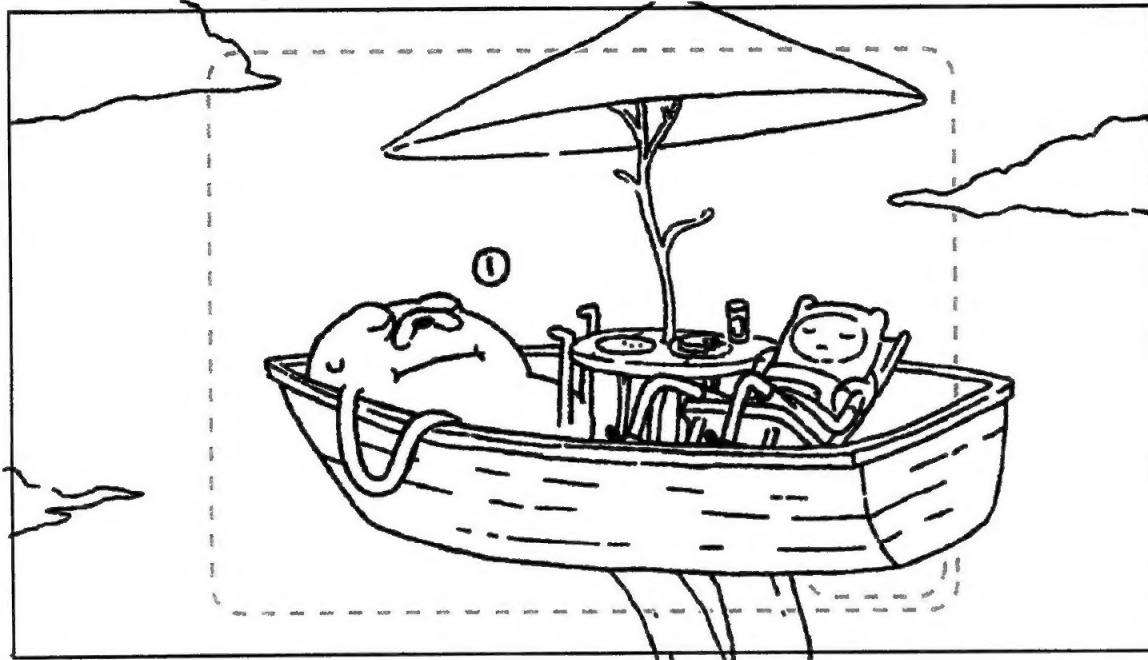
Page 2

Sc. 01 *cont*

Pnl. C

Bg.

day night

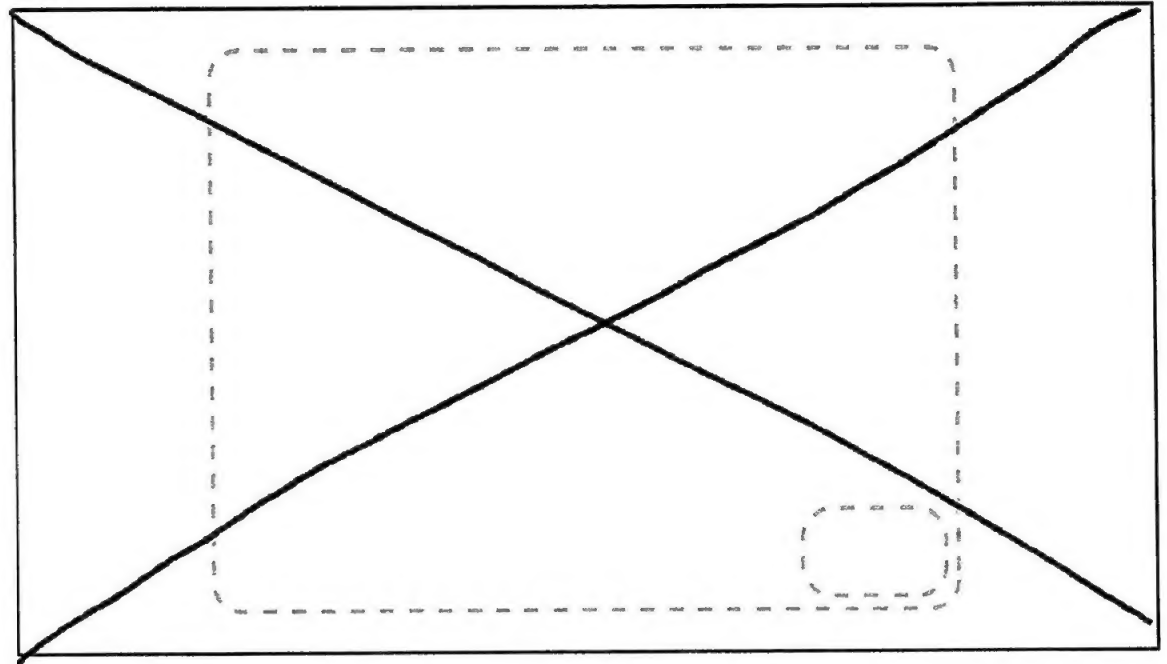


Sc.

Pnl.

Bg.

day night



Dialog:

SFX: * LIP SMACKING *

Action:



JAKE SMACKS HIS Lips a

FEW TIMES ①② ①② ①②

(C) (C) (C) (C) (C) (C)

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Timing:

(C)

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Production :

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SL / CONT

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7

73 3

• Page _____
• day night

Arms Down
Chapter Further

⑦

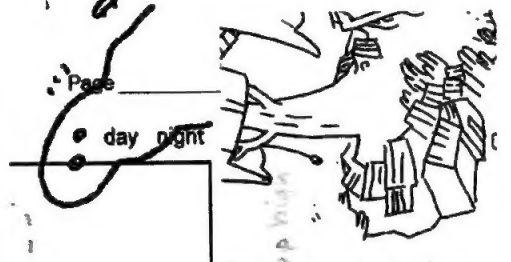
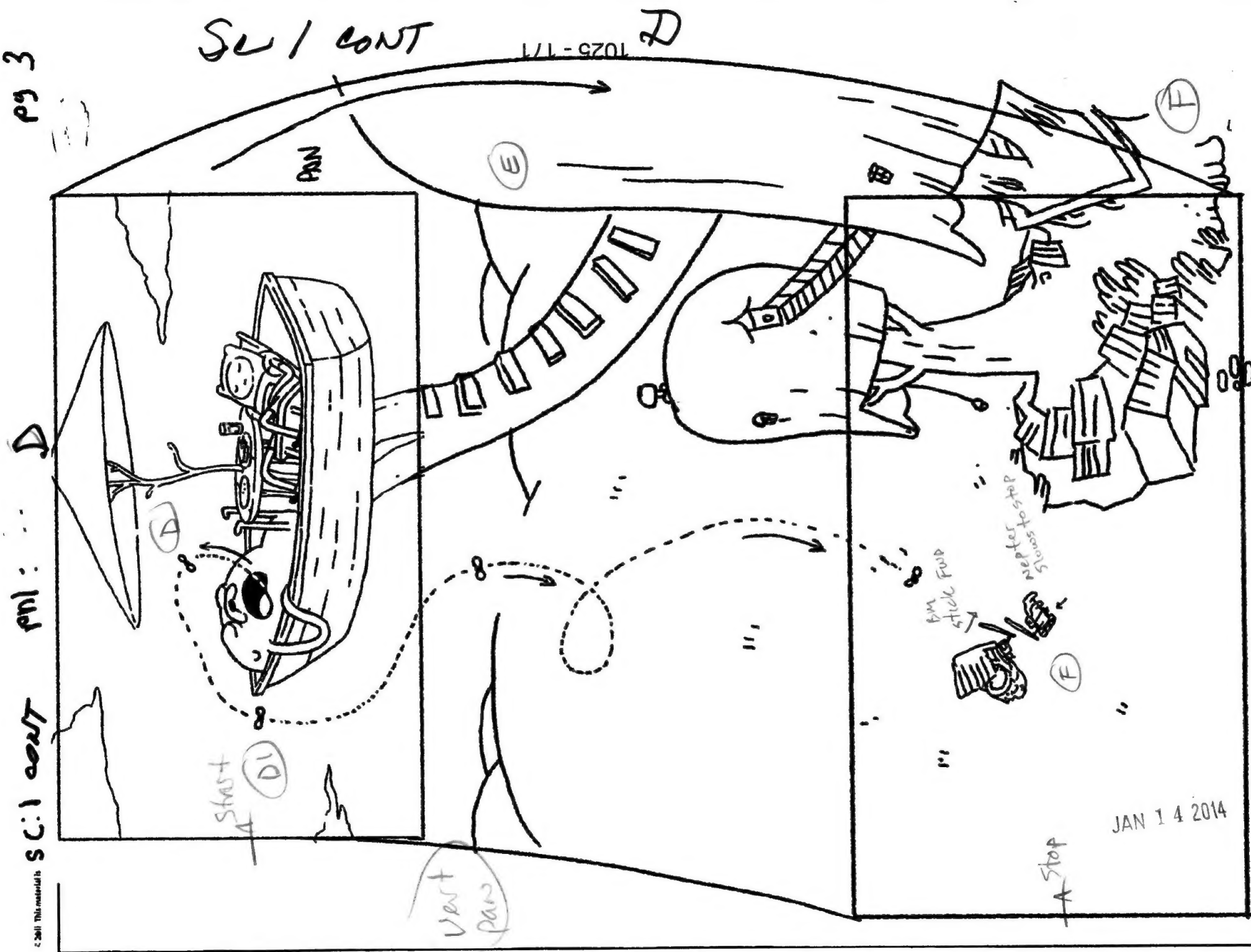
BMO :
TASTE
MY RIGHTEOUS BLADE, !
-FLY SPIRALS
DOWNWARD
-PAN W/ FLY

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Ho cut

ADVENTURE TIME



2 cont

B

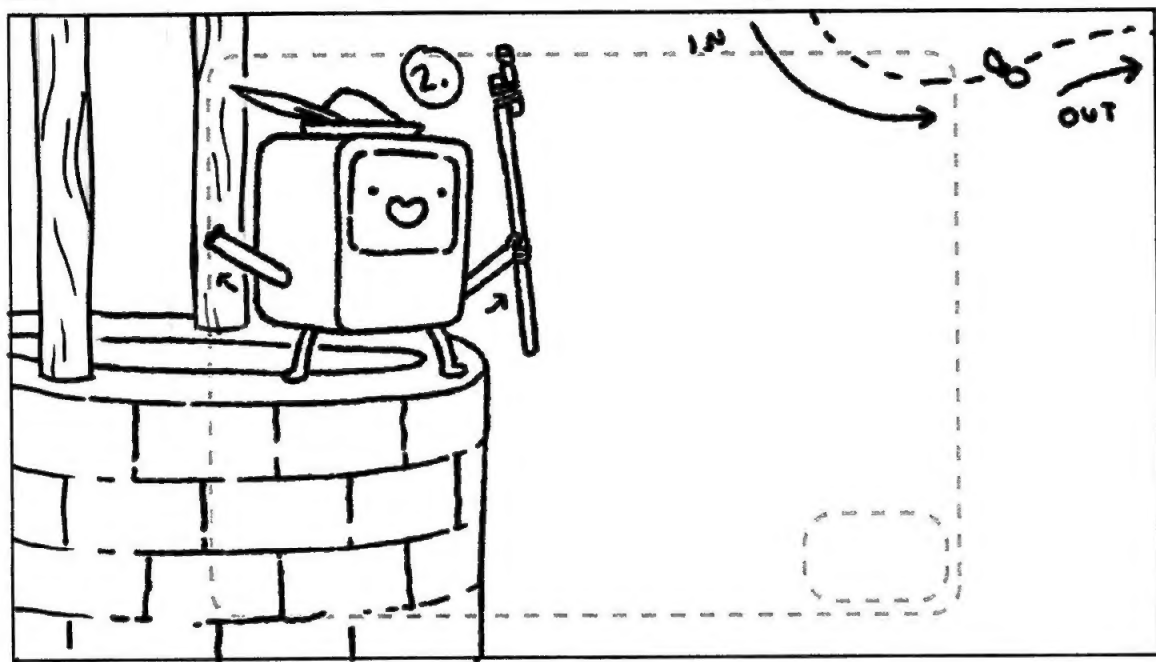
pg 4

Sc. 2

Pl. A

Bg.

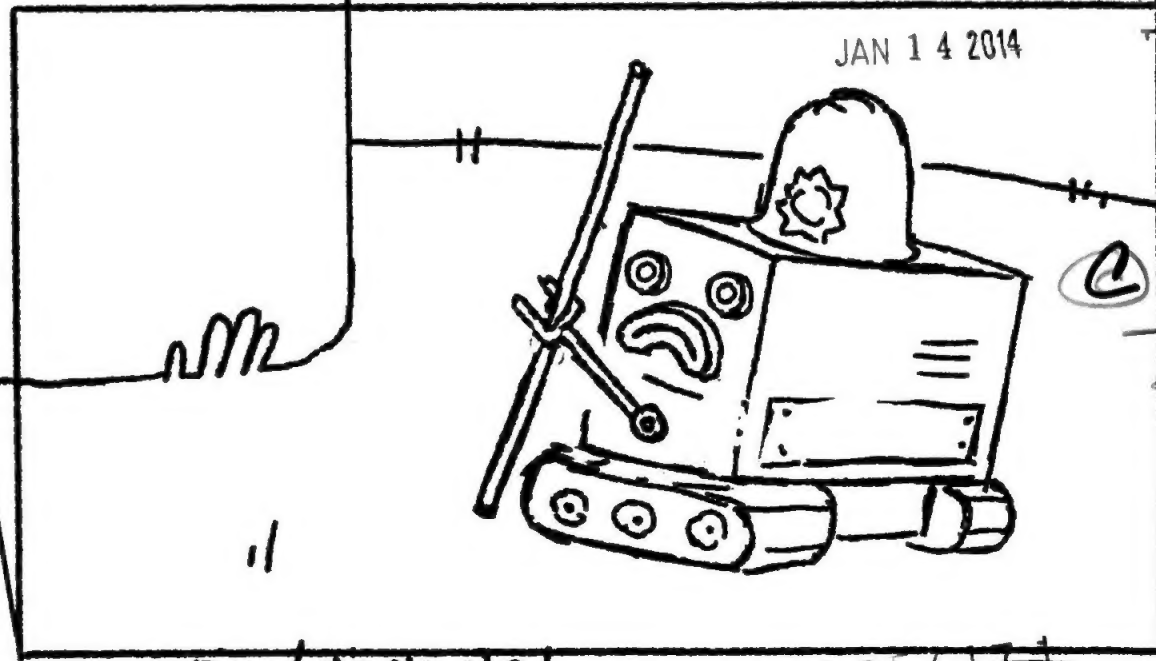
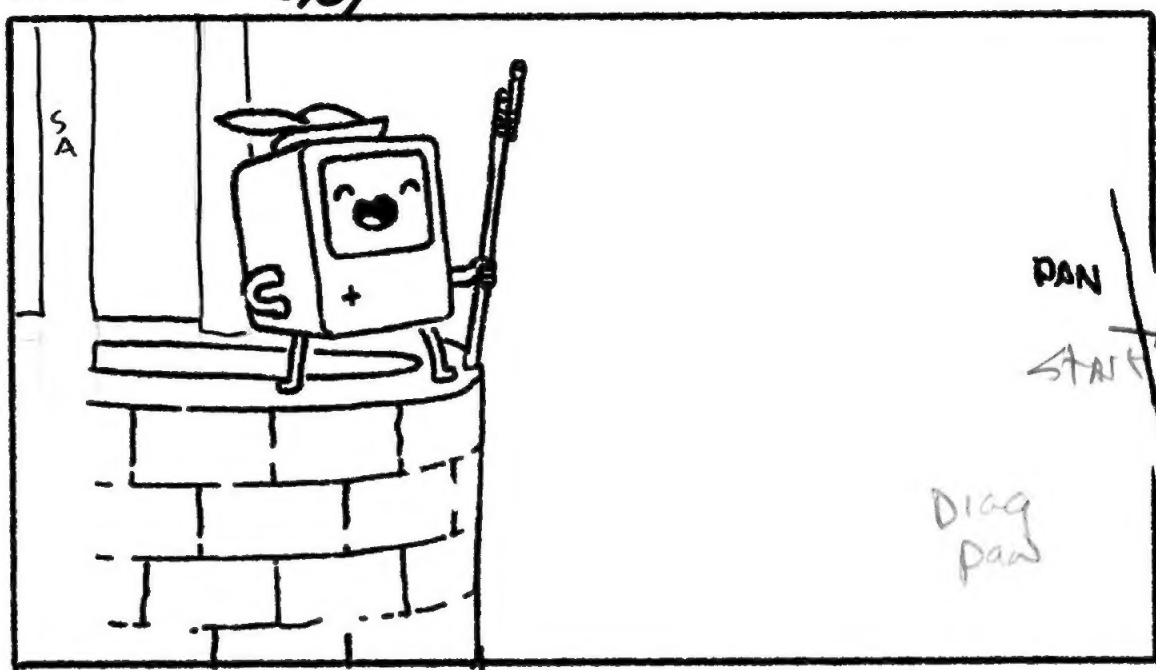
day night



Dialog: ...BECAUSE
BMO/ I'M ROBBING HOOD. GIVE ME ALL YOUR
FUNNY MONEYS SHERIFF OF NAUTY-HAMS!

Action:

Timing:



BMO/ HO, HO, HO!

1025/171 (STOP)

START

1025-171

1025/171

PAN

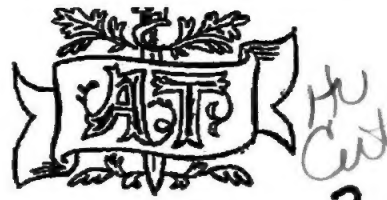
START

diag pan

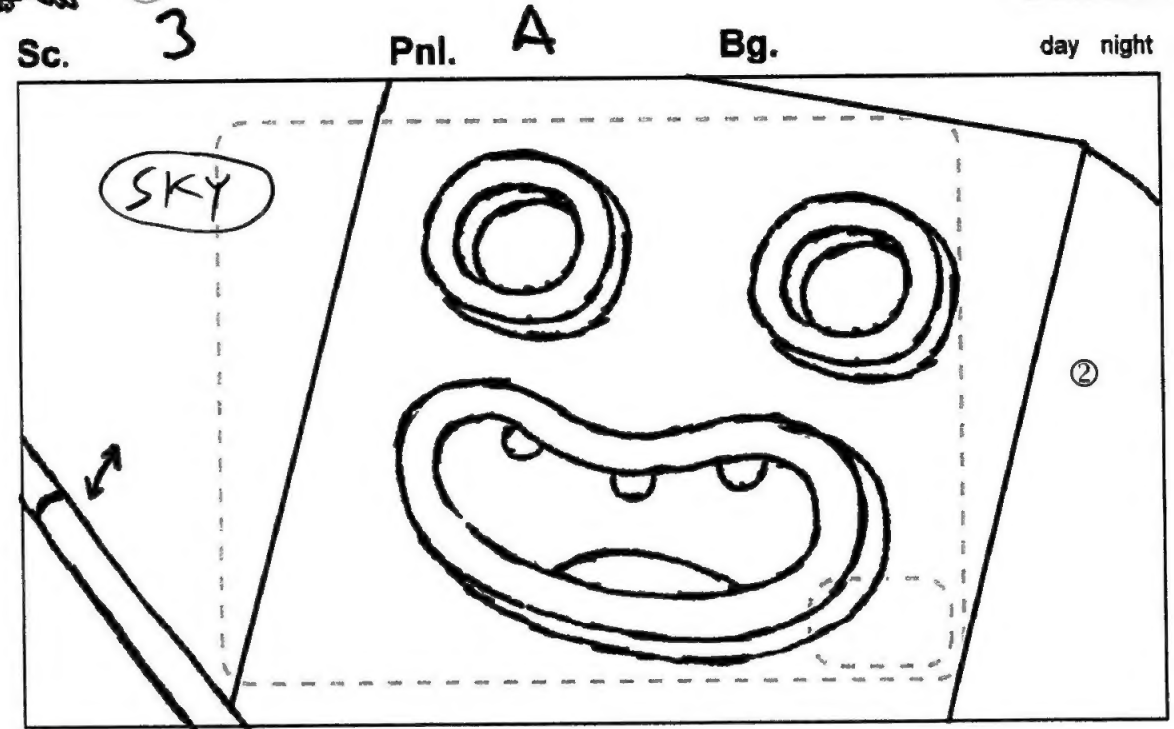
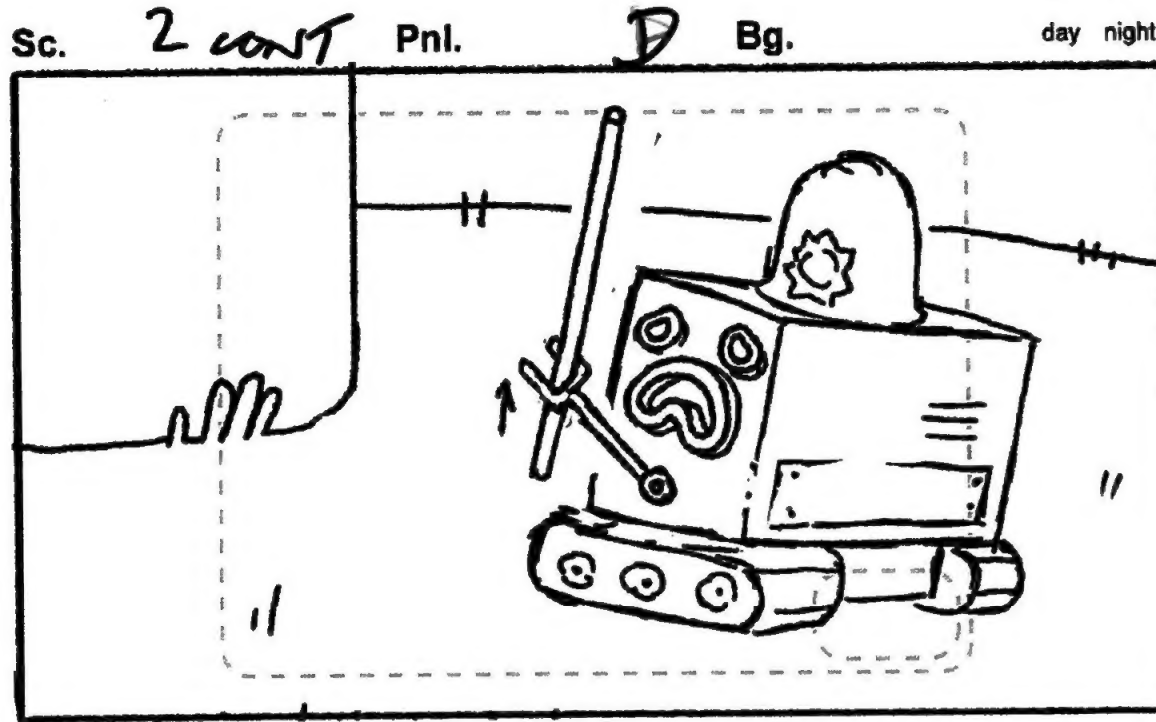
JAN 14 2014

A
56r

ADVENTURE TIME



Page 5



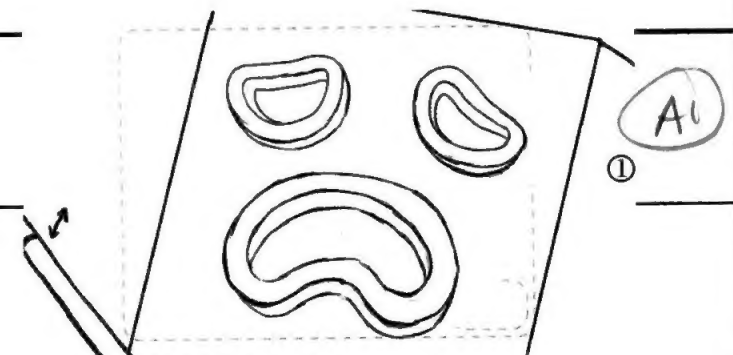
Dialog:
N/ BUT BMO, I DON'T WANT TO BE THE BAD GUY.

N/ I WANT TO BE ROBBING HOOD'S PAL FRIER TUX.

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Action:

Timing:



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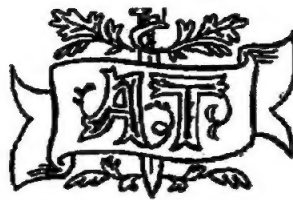
EPISODE #

1025/171

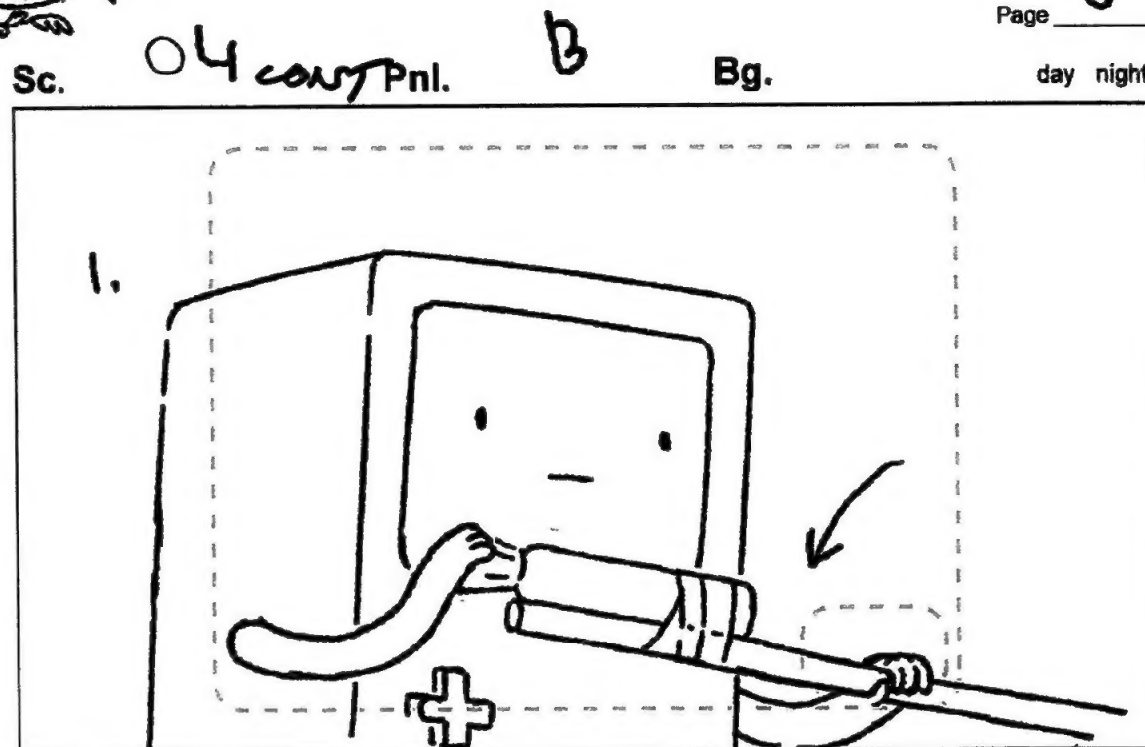
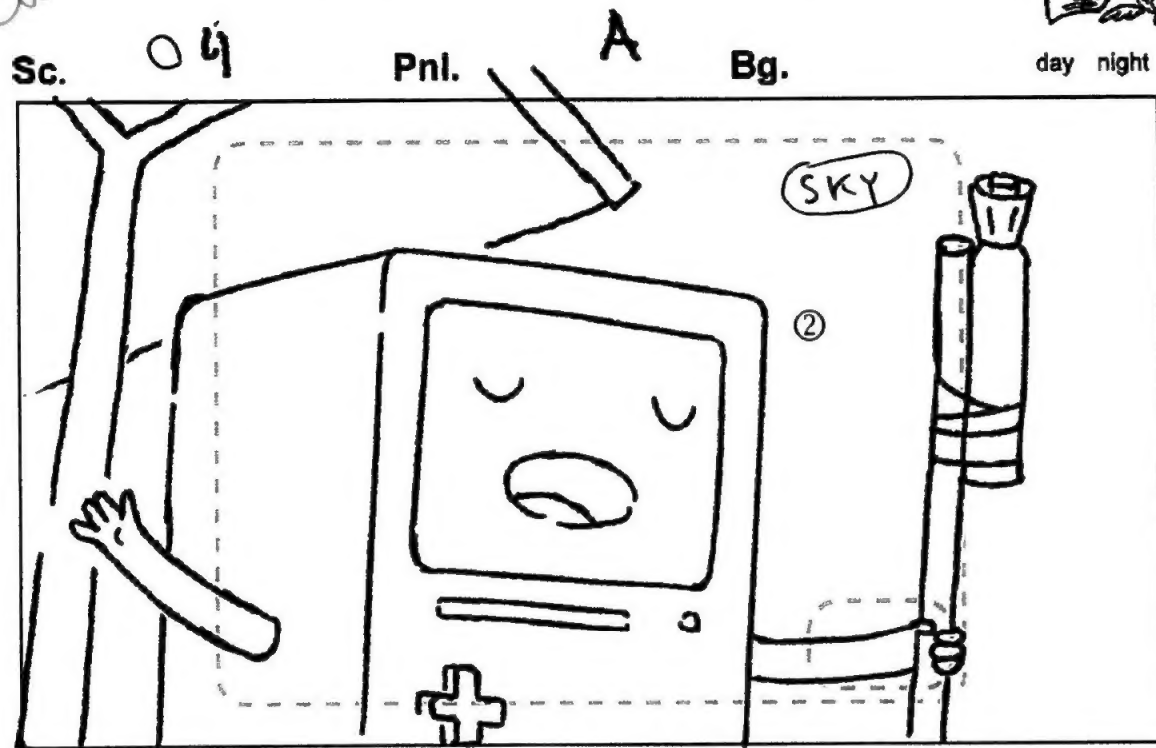
Production :

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ADVENTURE TIME



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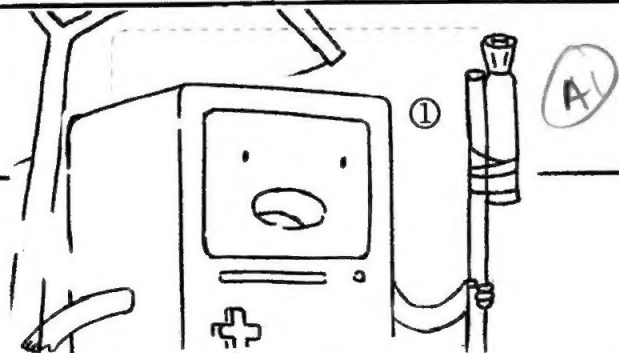


Dialog:

B/ NO, NEPTR...

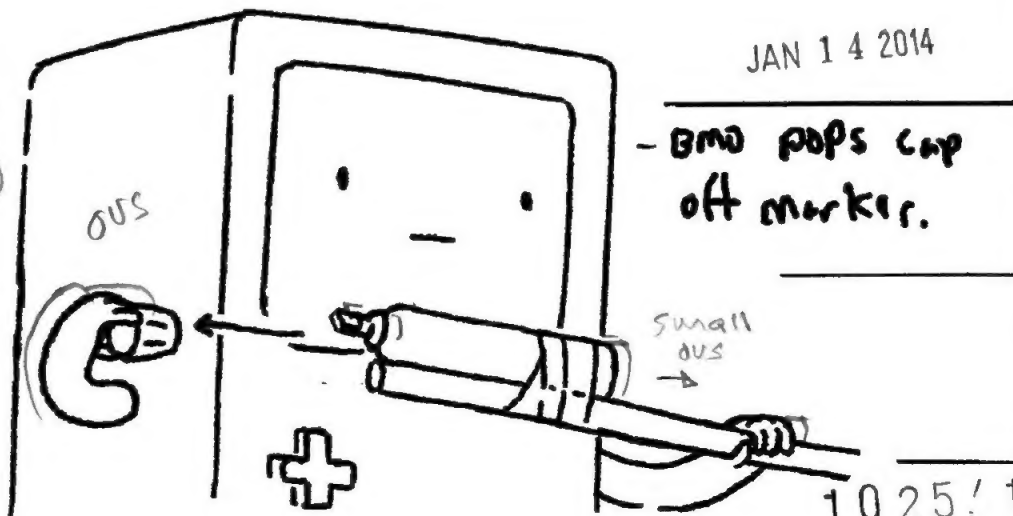
Action:

Timing:



2.

B1



Sfx: * POP *

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- BMO pops cap off marker.

Small
OVS
→

HV
Cut

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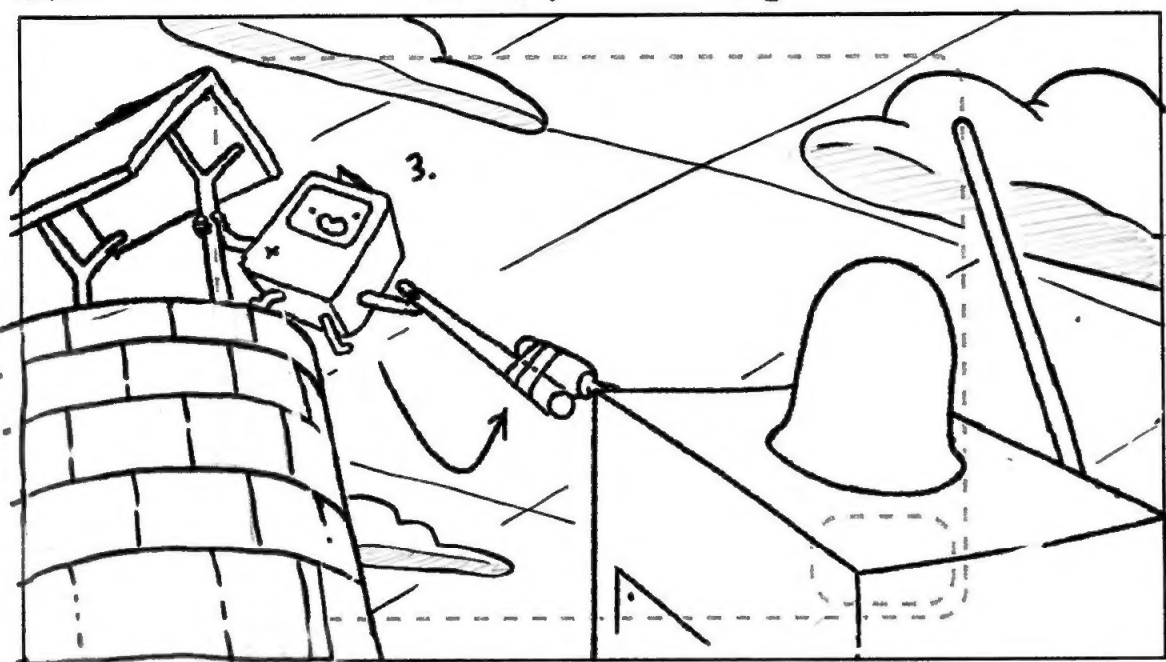
1025/171

Ho Cut

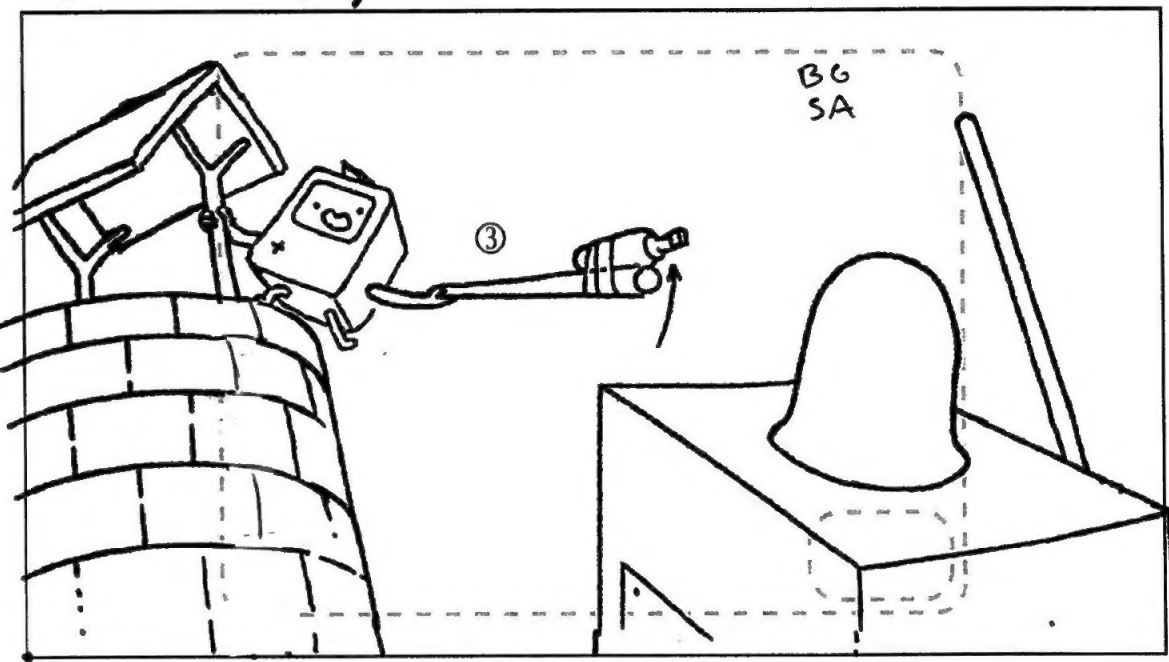
ADVENTURE TIME



Sc. S Pnl. A Bg. day night



Sc. S cont Pnl. B Bg. day night



Dialog:
BMO/ HA HA!
JAN 1 4 2014

Action:
Timing:
A1 1. A2 2. - BMO DRAWS ON NEPR'S FACE WITH MARKER
B1 1. B2 2.

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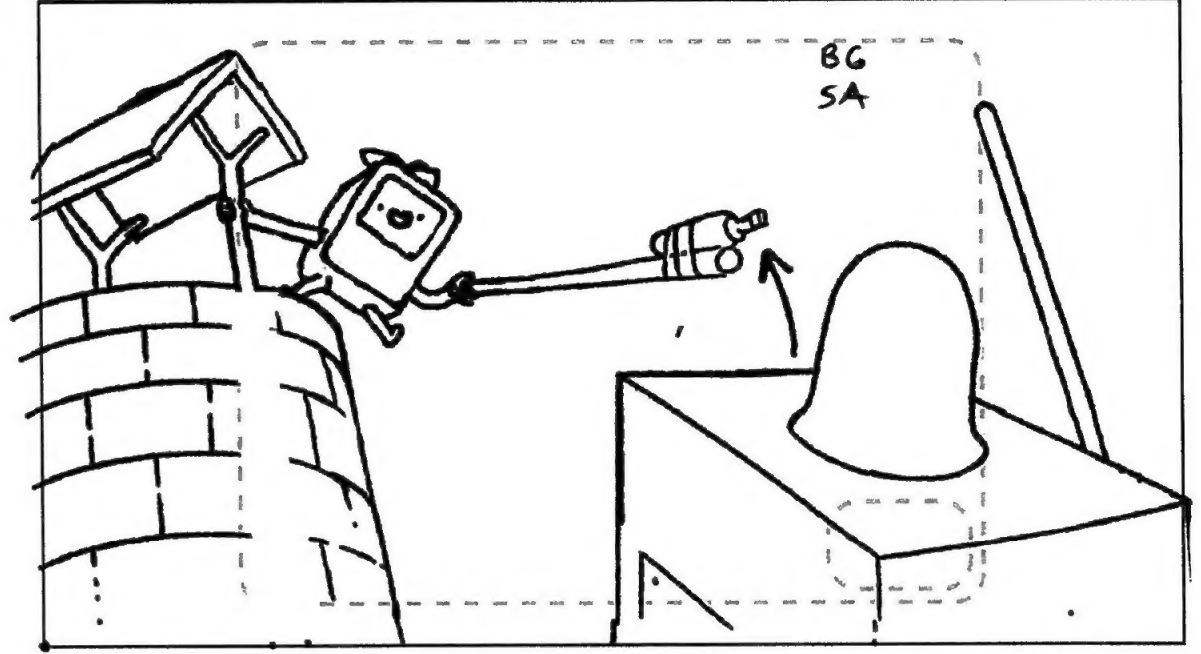
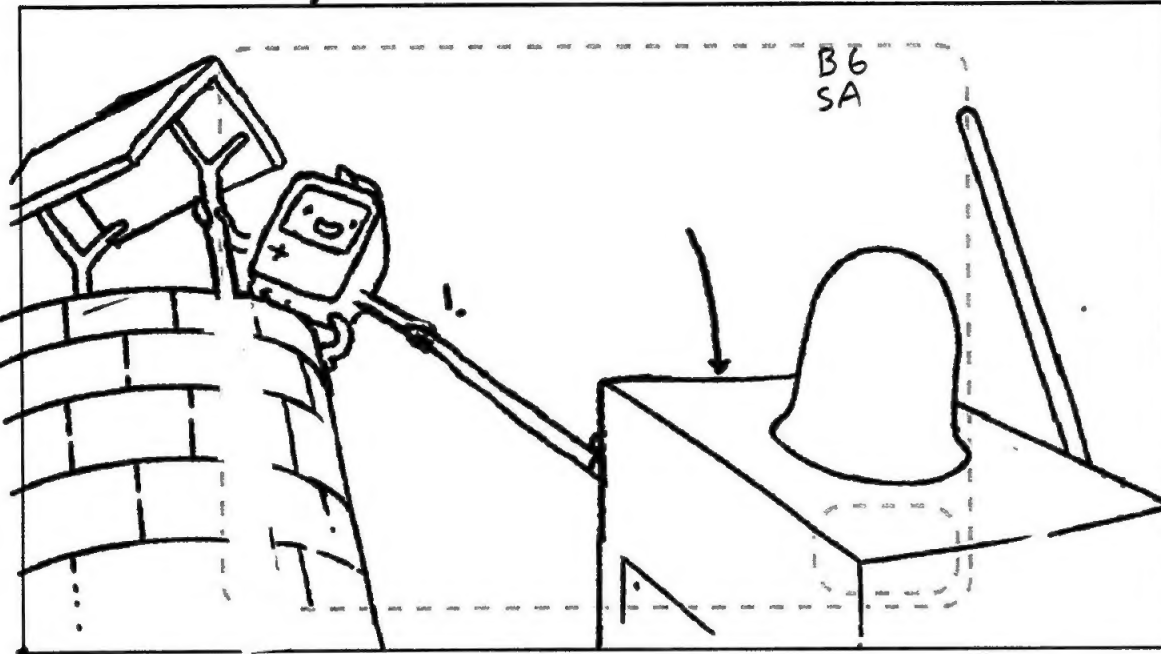
ADVENTURE TIME



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Sc. S CONT Pnl. C Bg. day night

Sc. S CONT Pnl. D Bg. day night



*Hu
Cut*

1025 - 171

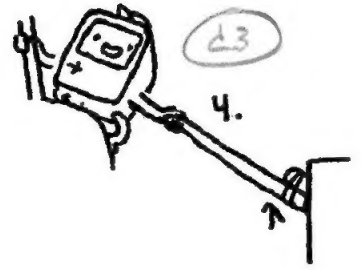
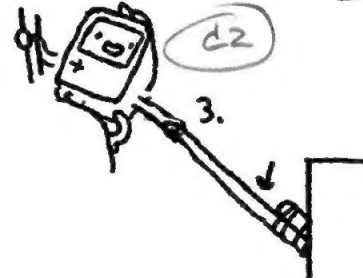
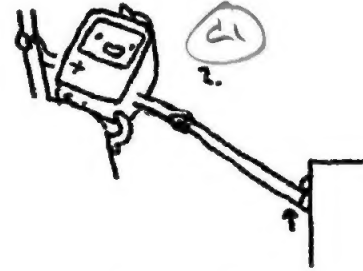
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Dialog:

Action:

Timing:



SFX: * RRR-RRR-
RRR-RR! *

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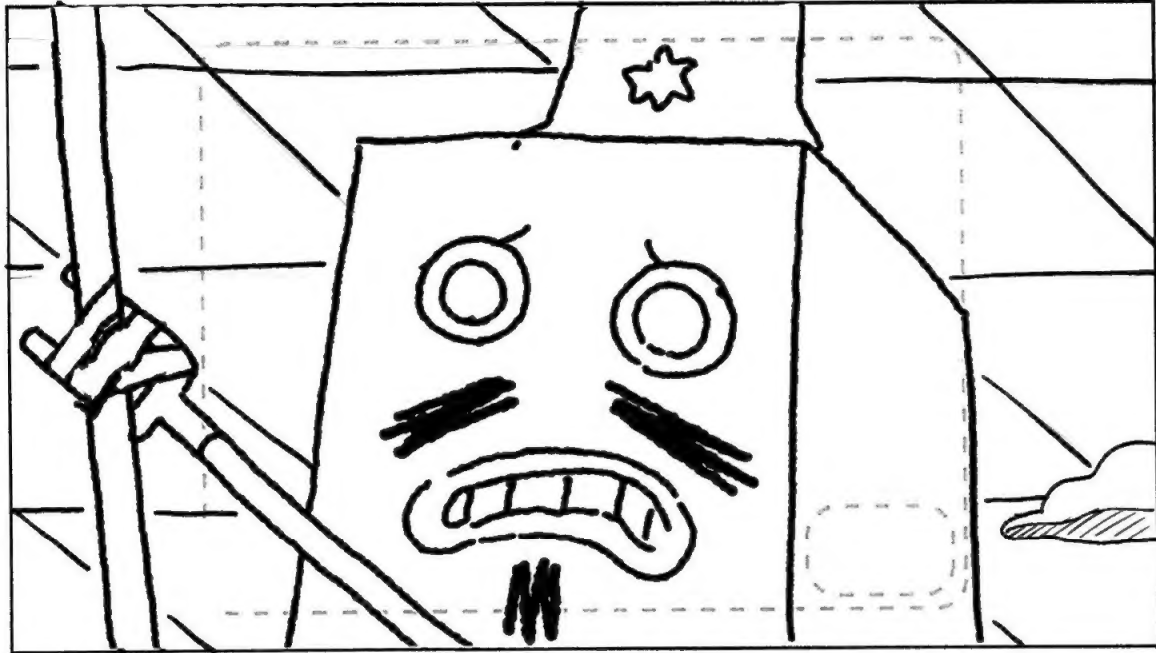
Hu
Cut

ADVENTURE TIME

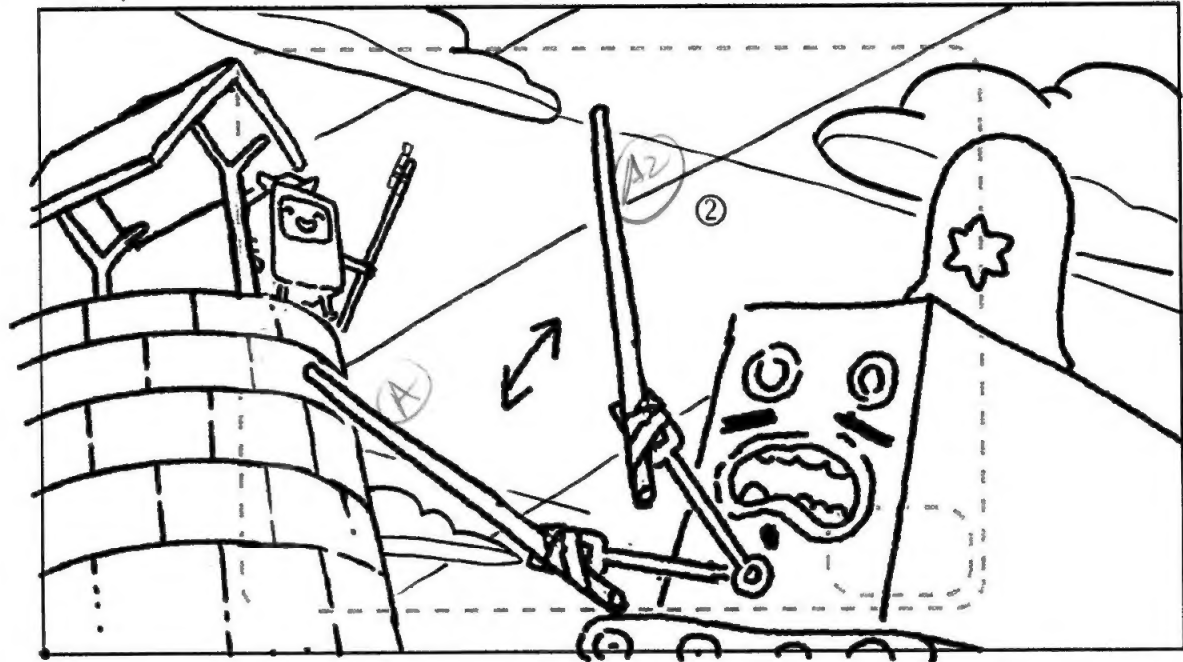


Hu
Cut

Sc. 06 Pnl. A Bg. day night



Sc. 07 Pnl. A Bg. day night



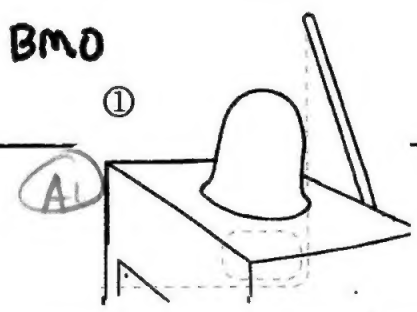
Hu
Cut

Dialog:
B/FRIER TUX WOULD NEVER
HAVE A MUSTACHE LIKE THAT.
N/ BMO!
B/HO HO HO HO

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Action:
- Noptr shakes stick at BMO

Timing:



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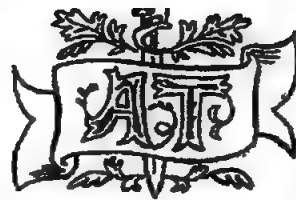
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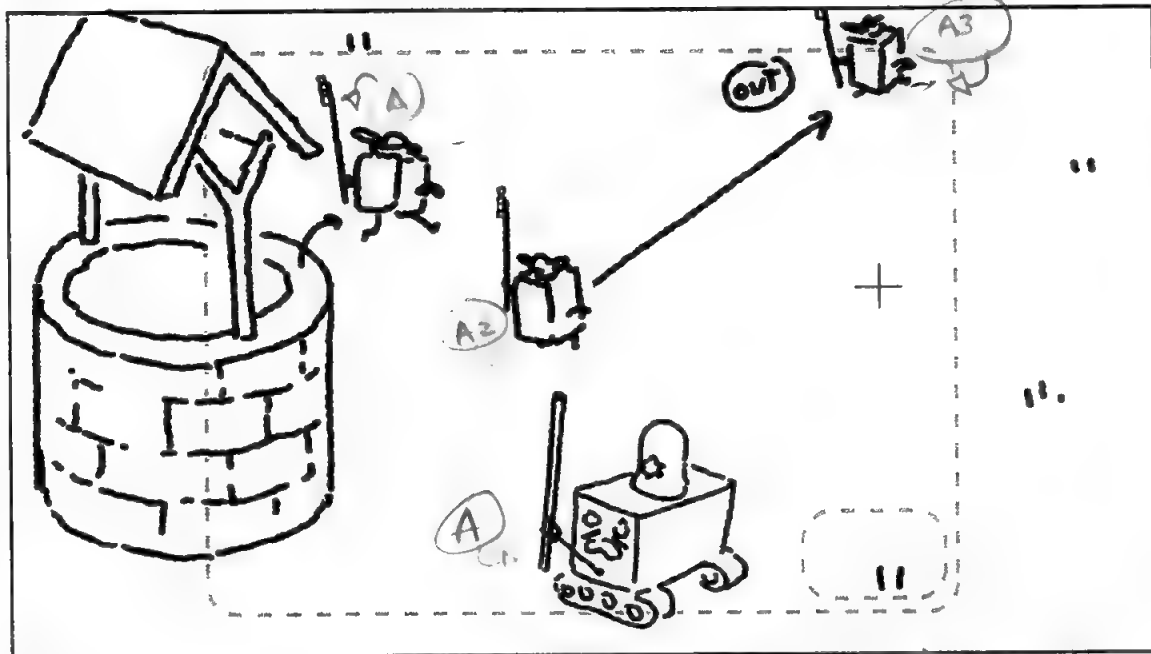
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Sc. 08

Pnl. A

Bg.

day night

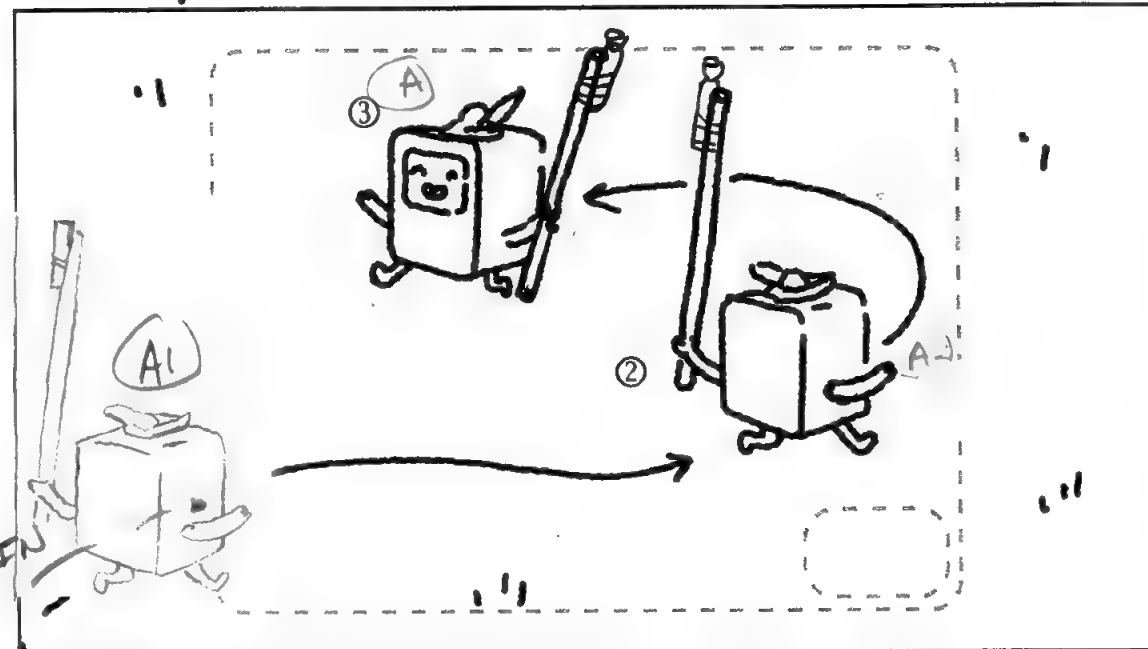


Sc. 09

Pnl. A

Bg.

day night

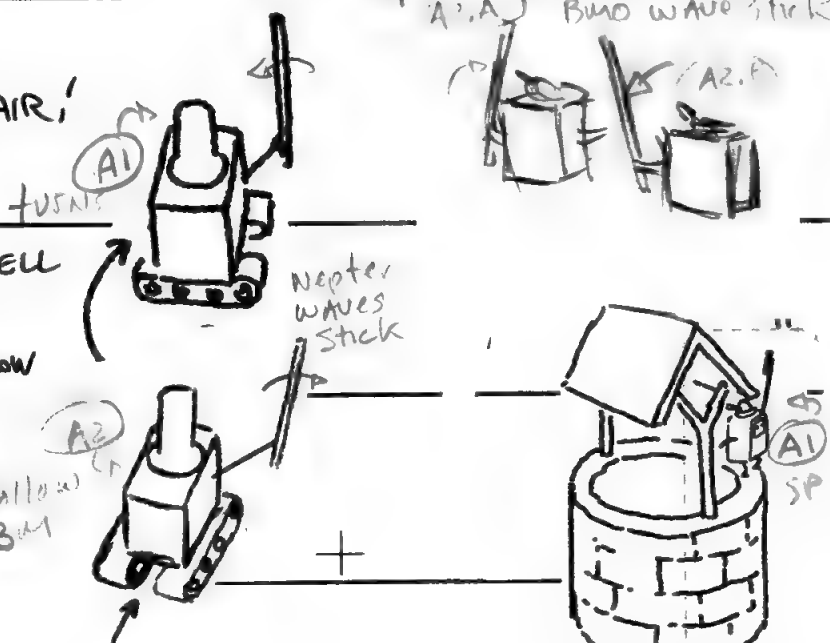


Dialog:

NEPTR: NO FAIR!

Action:

- BMO HOPS OFF WELL AND RUNS OFF/S
- NEPTR TURNS TO FOLLOW



BMO/[GIGGLING]

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BMO IS SHAKING STICK BACK N' FORTH AS HE RUNS.

Cycle (A1) (A2.A)

1025.171

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Production:

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ADVENTURE TIME



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Sc. 09 cont Pnl. B

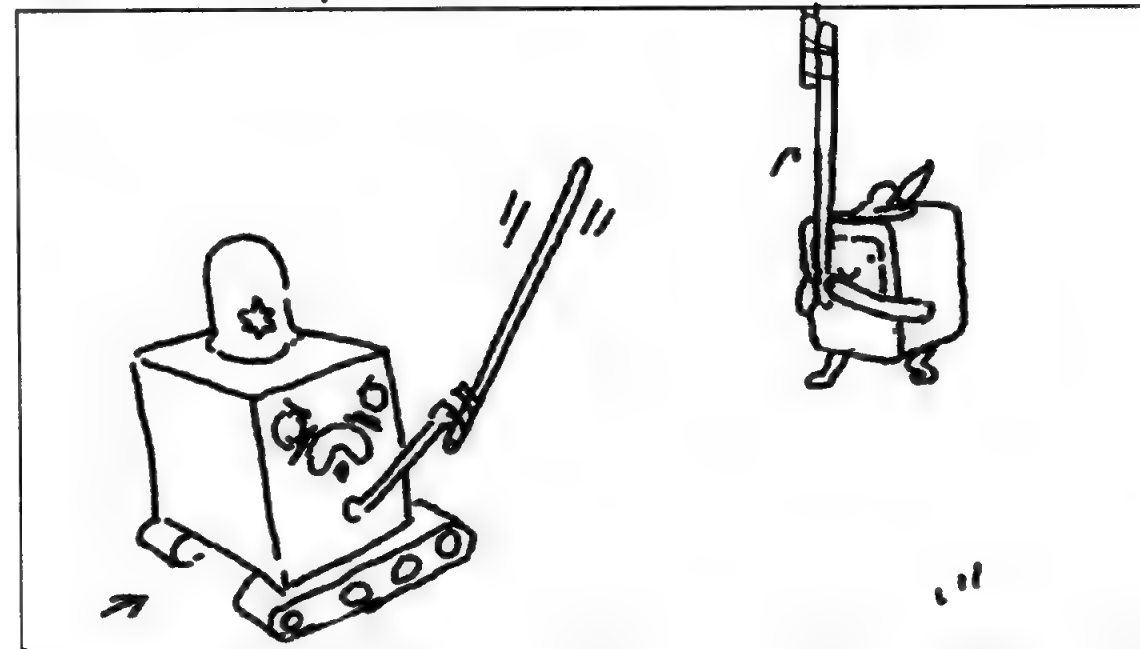
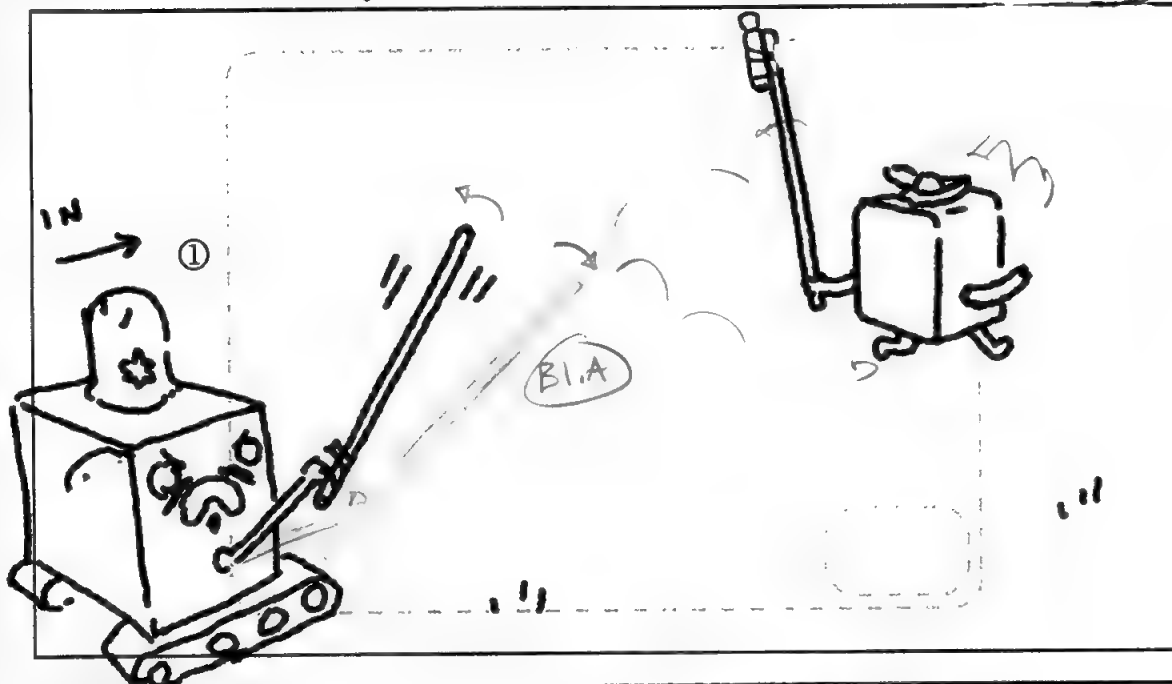
Bg.

day night

Sc. 09 cont Pnl. C

Bg.

day night



Dialog:

Run cont. Run in
circle

N/ EN GARDE!

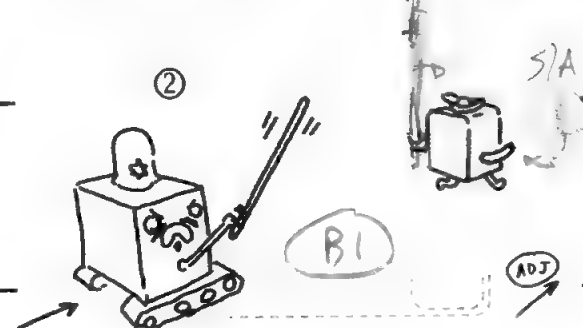
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Run turns to stop

Action:

-NEPTR ROLLS ON/S BRANDISHING STICK

Timing:



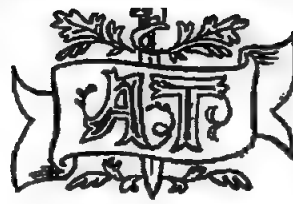
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EPISODE # 1025/171

Production :

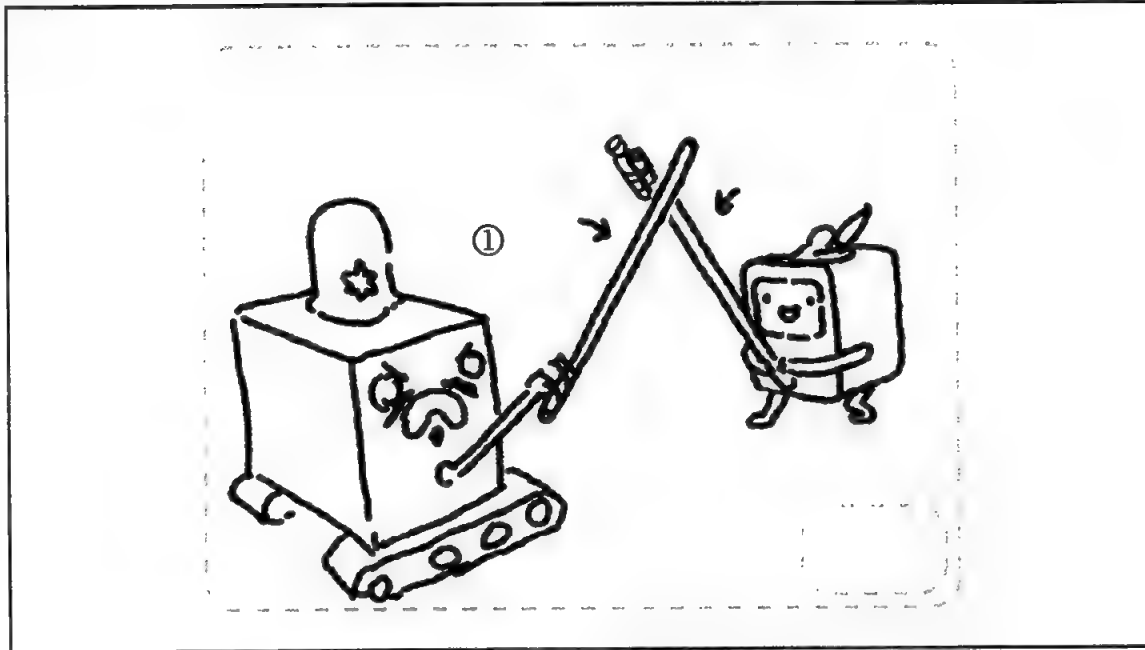
ADVENTURE TIME



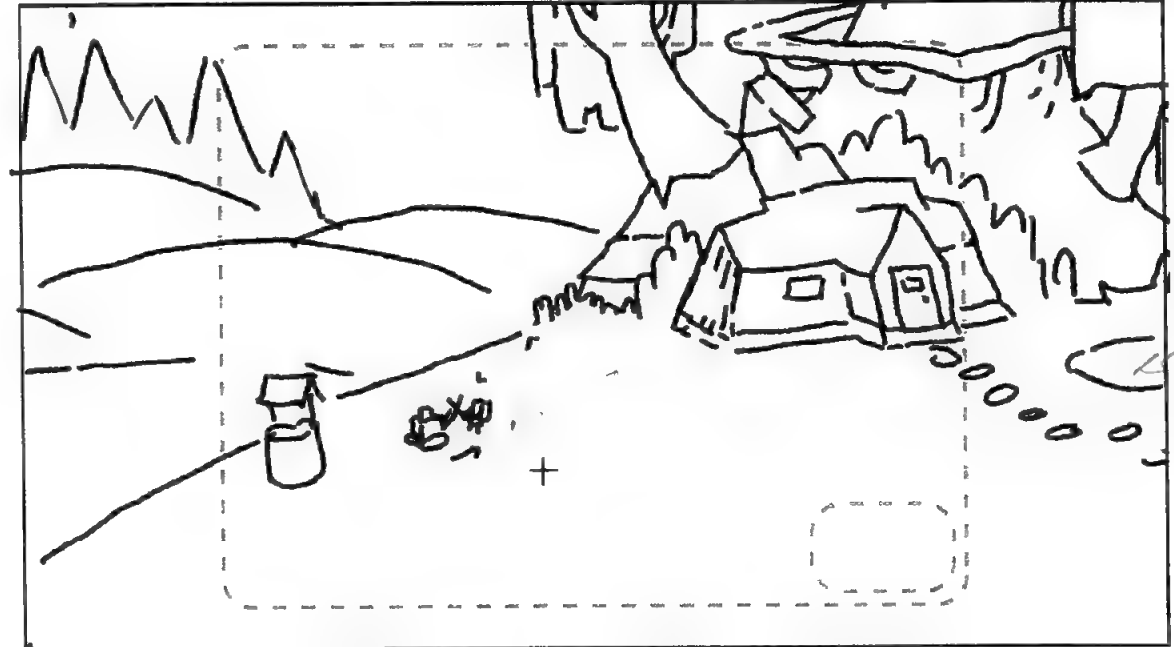
HU
cut
10

Page 12

Sc. 09 cont Pnl. D Bg. day night



Sc. 10 Pnl. A Bg. day night



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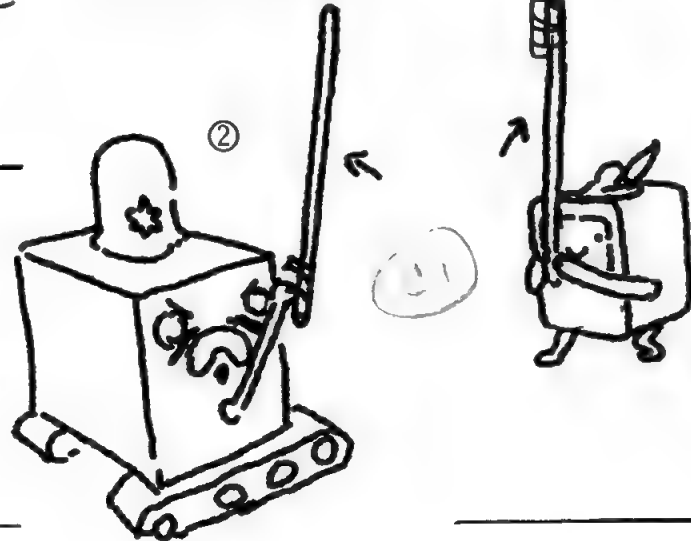
1025/171

Rippa's
Cycle

Dialog: BMO: ON BLITZEN!

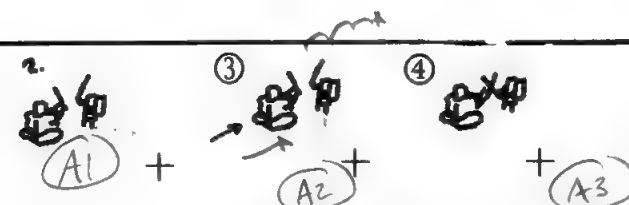
Action:

Timing:



SFX: *CLACK*

SFX: * CLACK - CLACK-CLACK *



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Bm Backsteps w/ Neptar move
Both sword fight w/ action

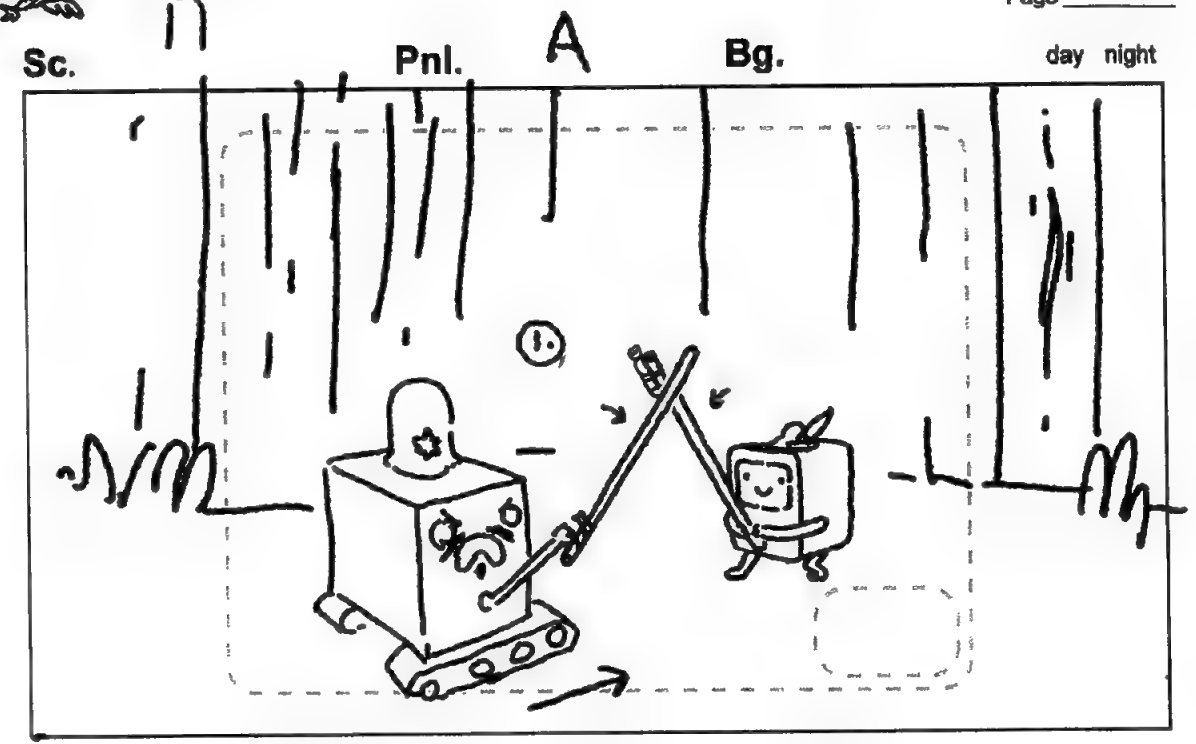
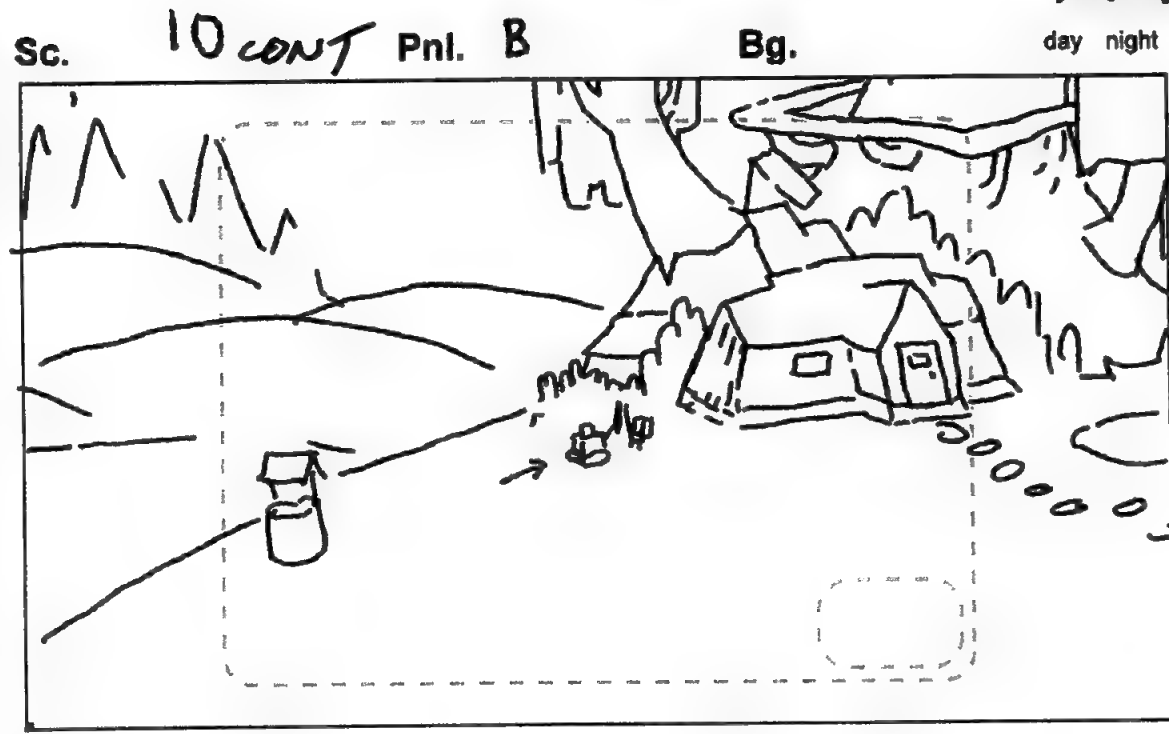
Production :

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ADVENTURE TIME



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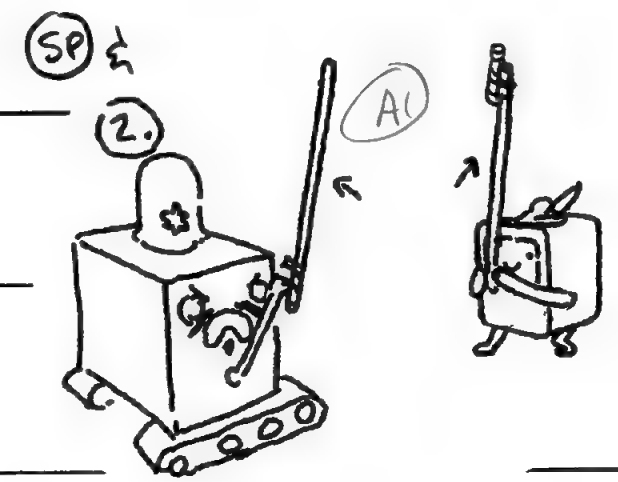


Dialog:

BMO + NEPTR : [FIGHTING WALLA]

Action:

Timing:



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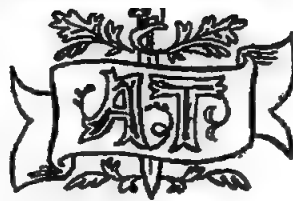
Production :

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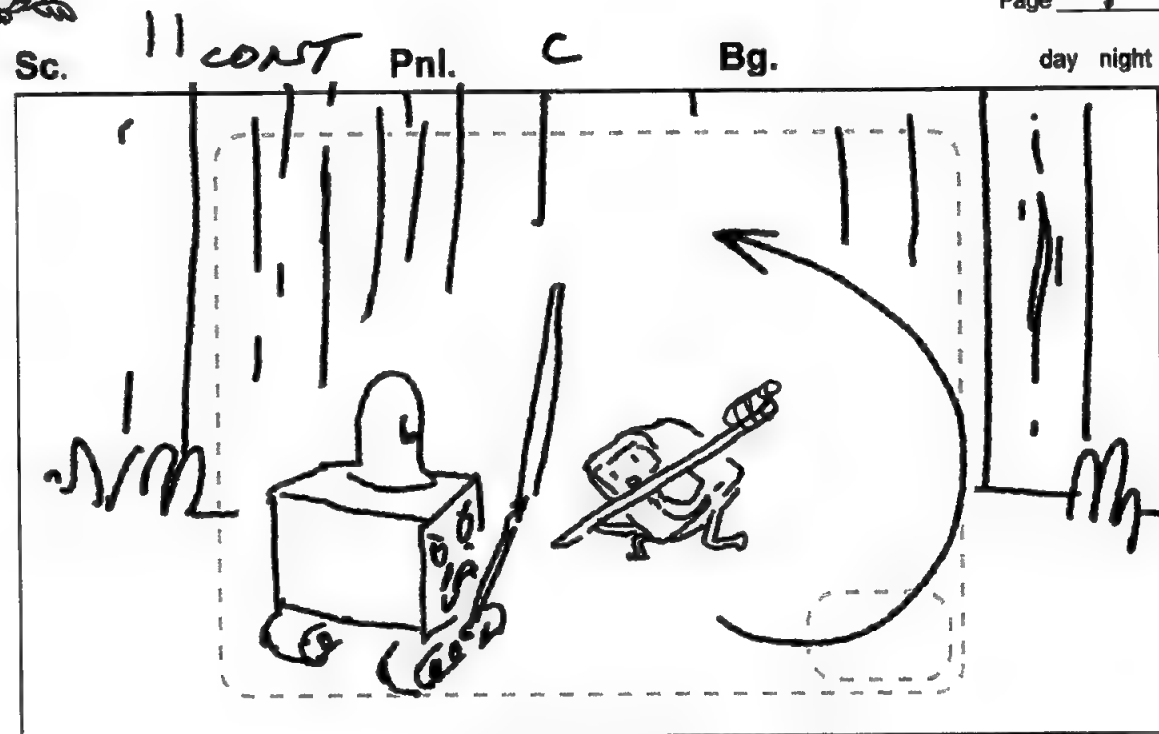
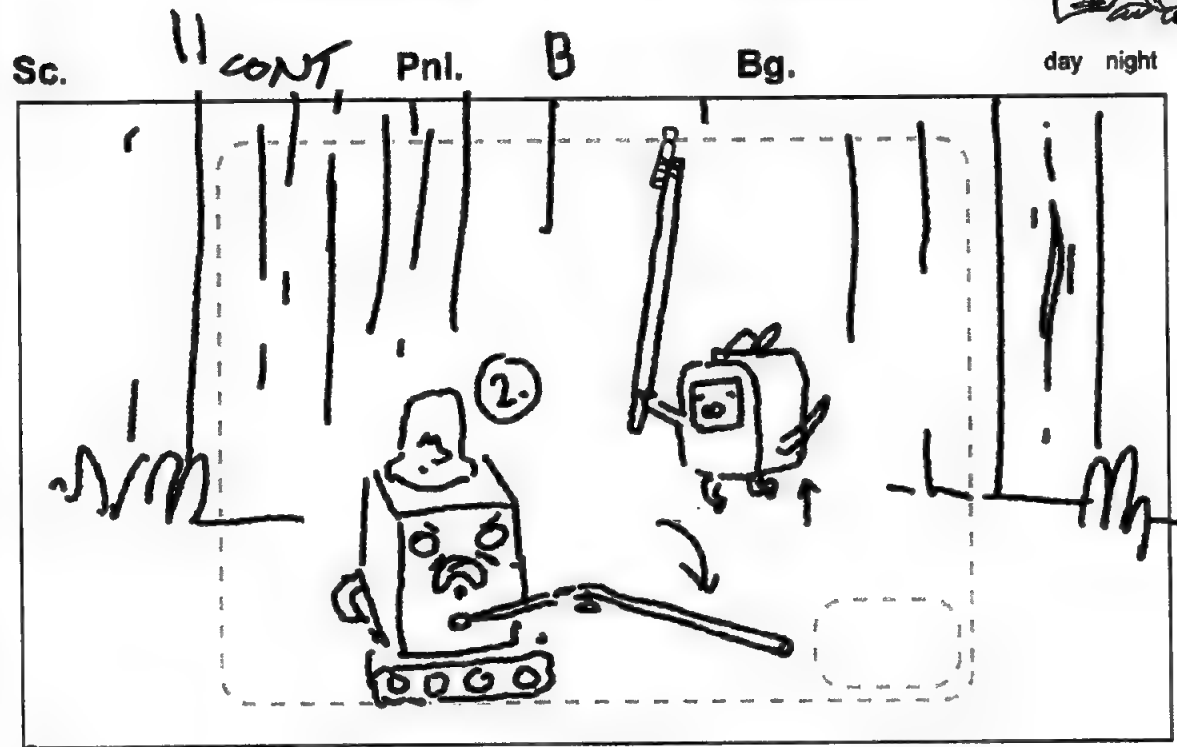
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ADVENTURE TIME



Page 14 HU
CBT



Dialog:

BMO: YOU'RE TERRIBLE!

BMO: WHOA!

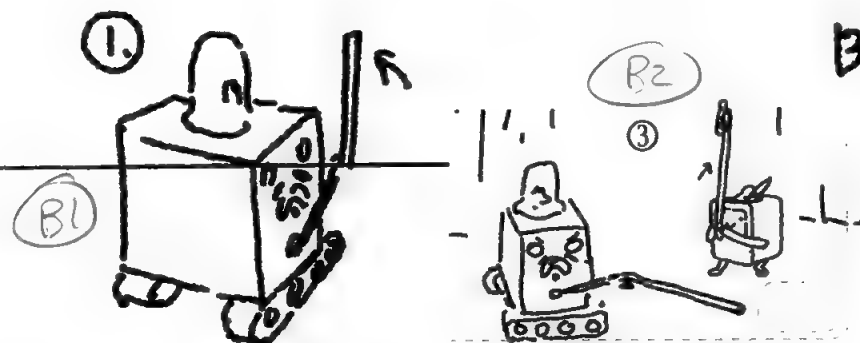
Action:

- BMO Jumps over
STICK

BMO DUCKS.

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Timing:



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1025/171
121520
Hes
Cut

ADVENTURE TIME



Sc. 12 Pnl. A Bg. day night

Sc. 12 CONT. Pnl. B Bg. day night

Dialog:

SFX/BOP

Action:

STICK hits TREE HOUSE WALL.

Timing:

SFX: *RUMBUNG*

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TREE HOUSE WALL STARTS TO WOBBLE.

to stop & hold

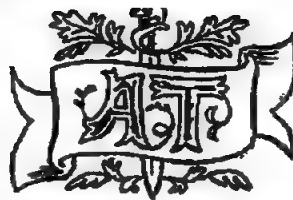
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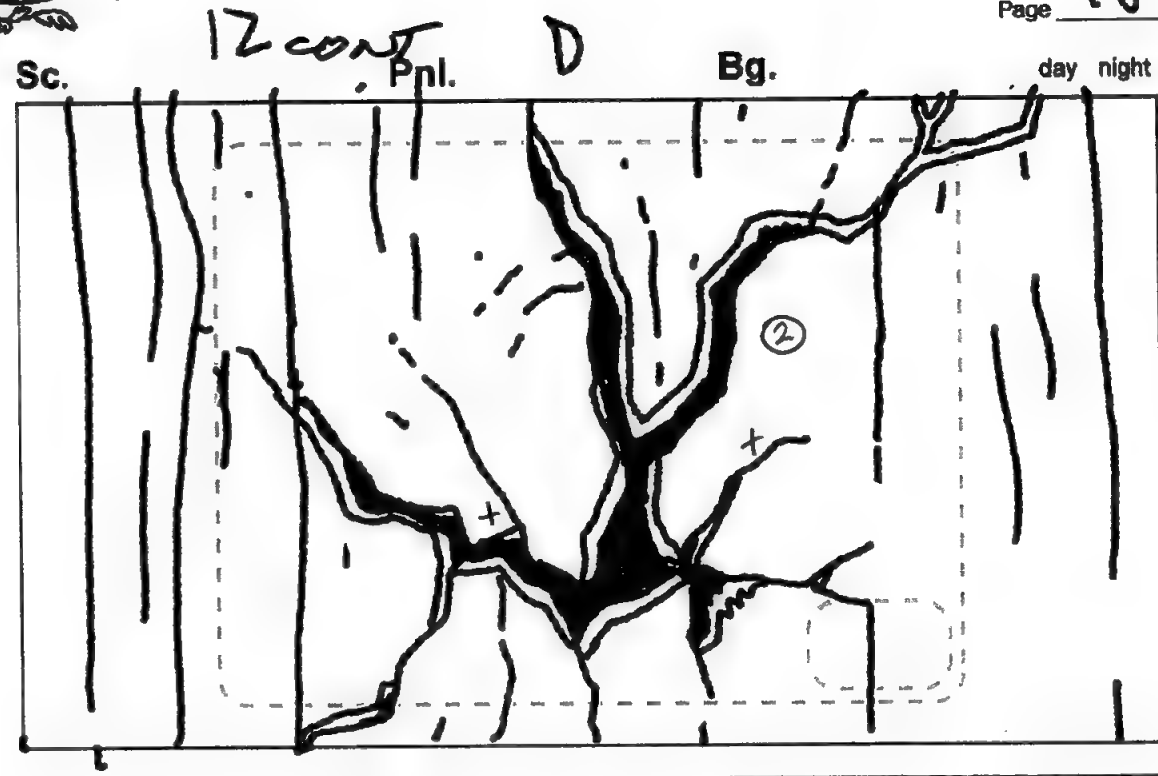
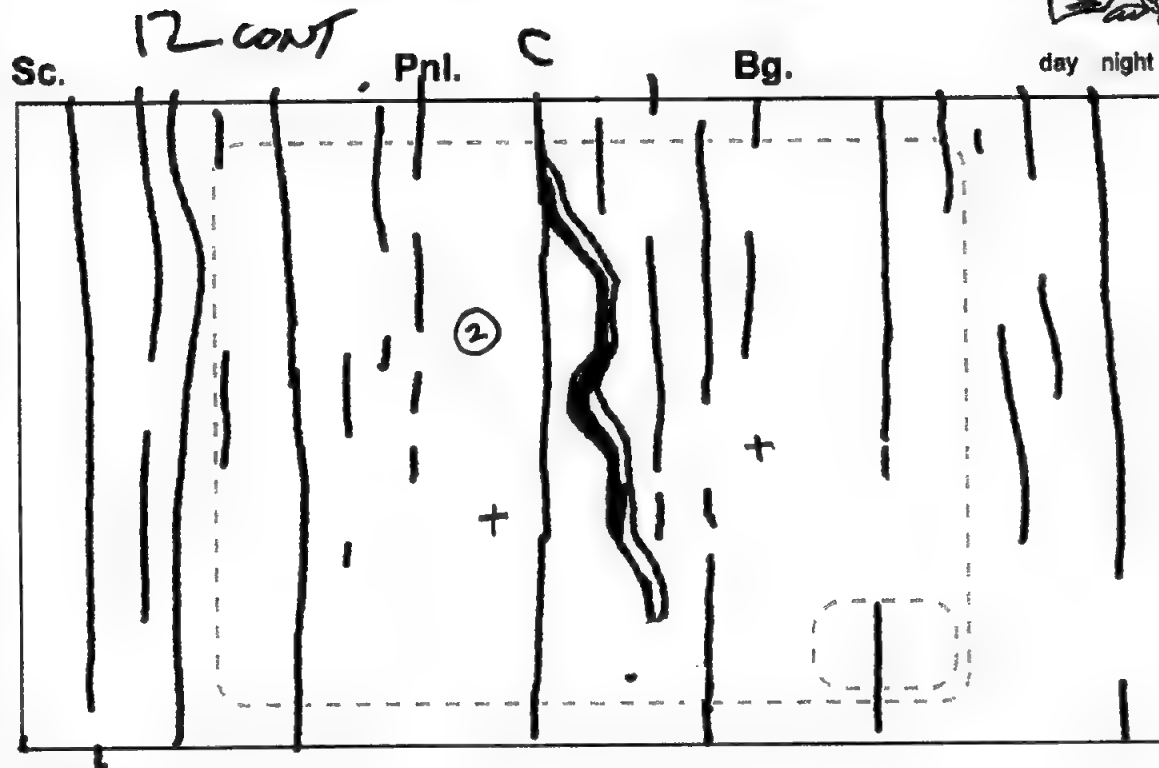
Production :

ADVENTURE TIME



Page 16

HW
cut



Dialog:

Action:

Timing:

CRACK APPEARS



+

CRACK GROWS LARGER

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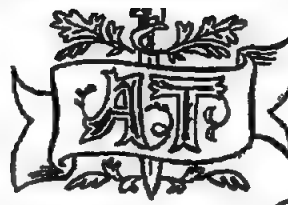
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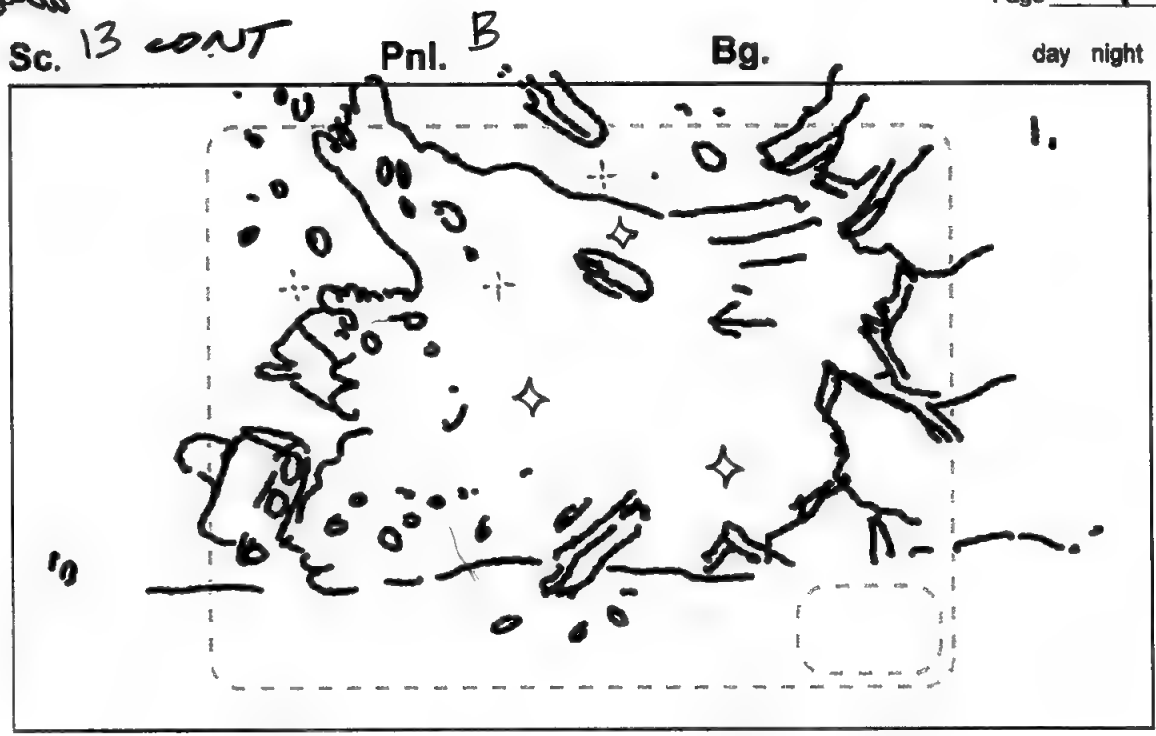
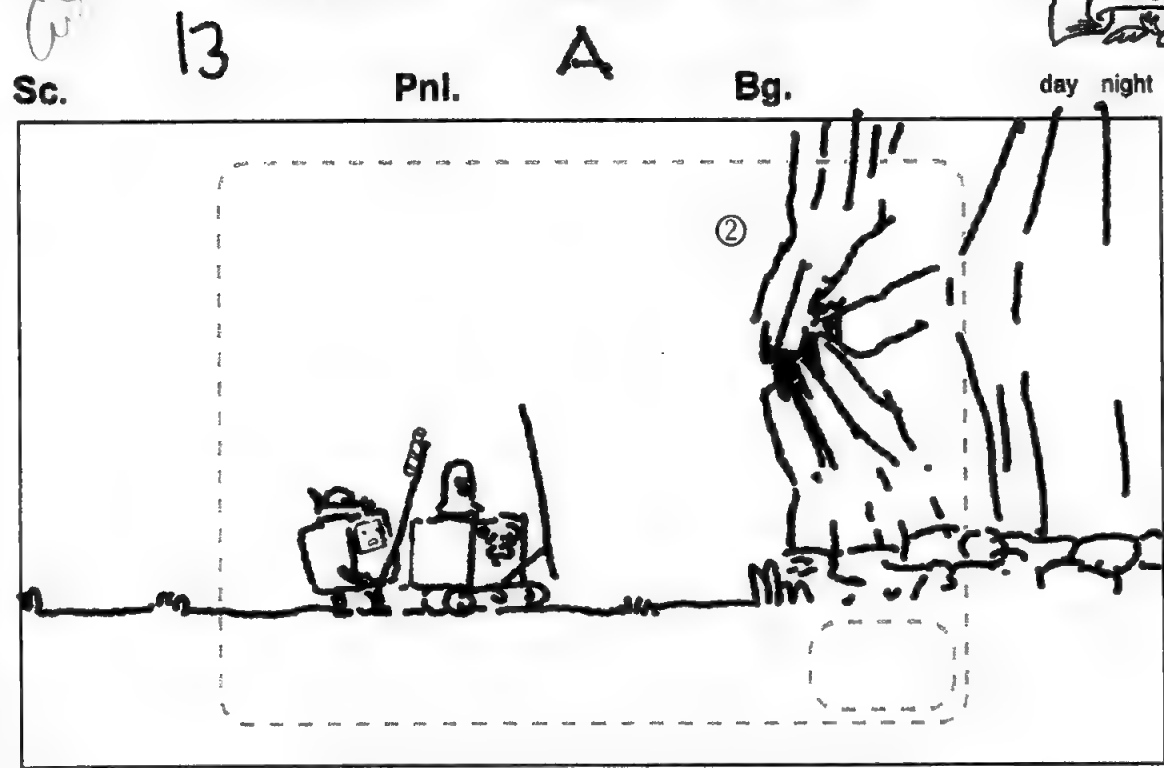
HW
Cut

ADVENTURE TIME



NO SC
14

Page 17



HW
Cut

Dialog:

Action: WALL BULGES OUT.

Timing:

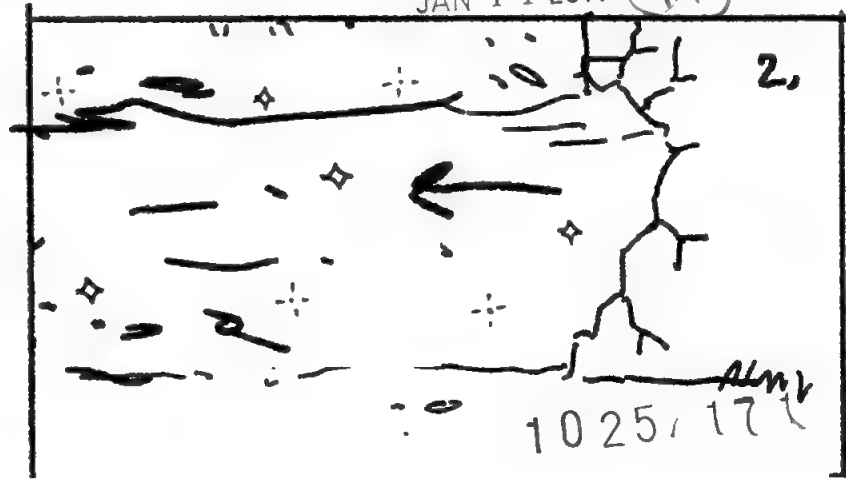
SFX: * SKSHHH! *

JAN 14 2014 (B1)

1025/171



GOLD Rockets
out.



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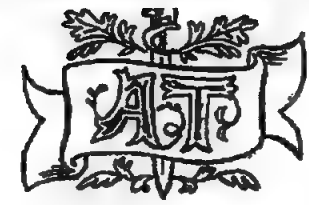
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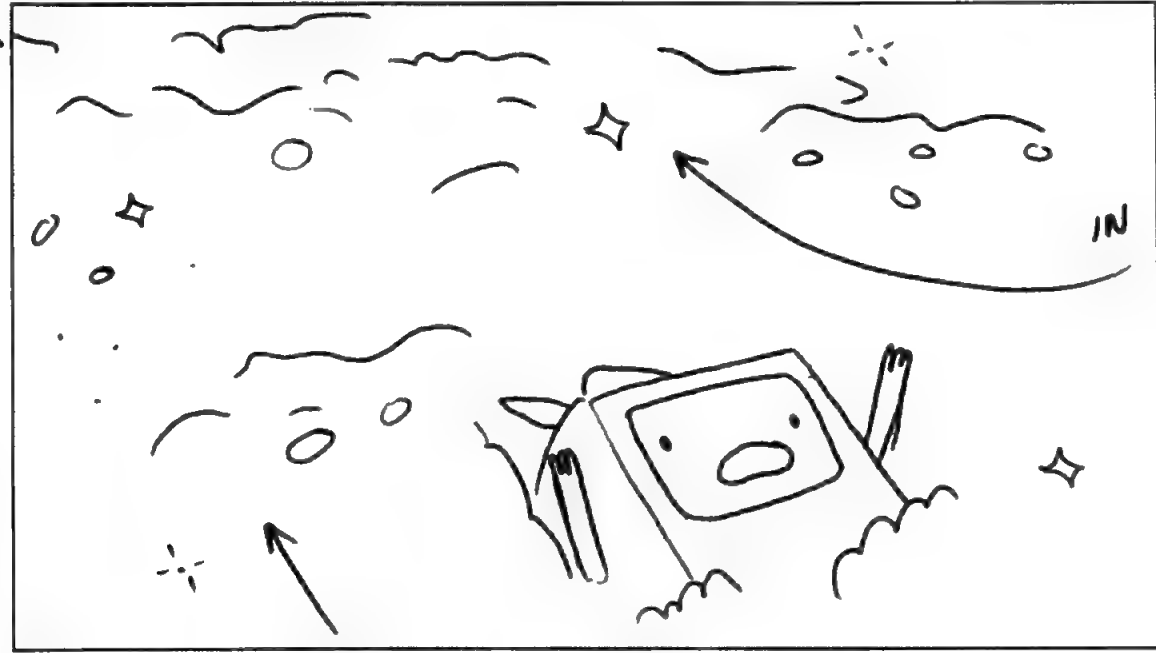
1025/171

Hu
Art

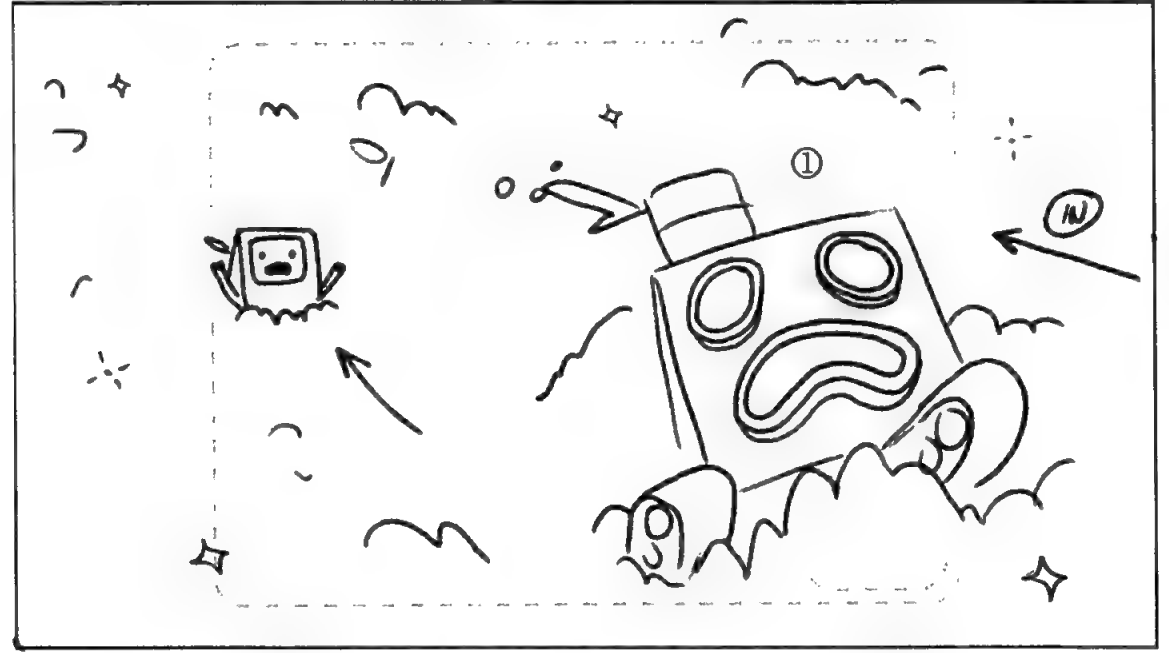
ADVENTURE TIME



Sc. 15 Pnl. A Bg. day night



Sc. 15 cont Pnl. B Bg. day night



Hu
Art

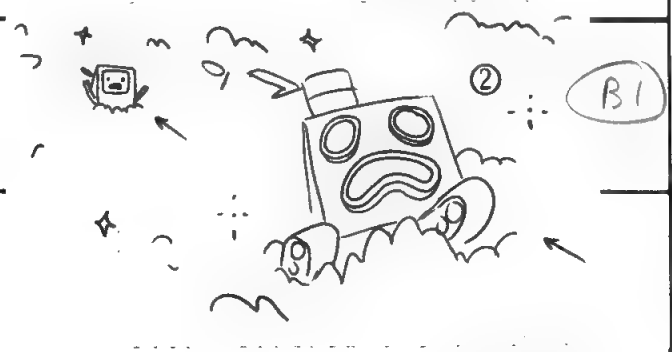
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Dialog:	BMO: AAAH!	NEPTR: AAH!
Action:		
Timing:		

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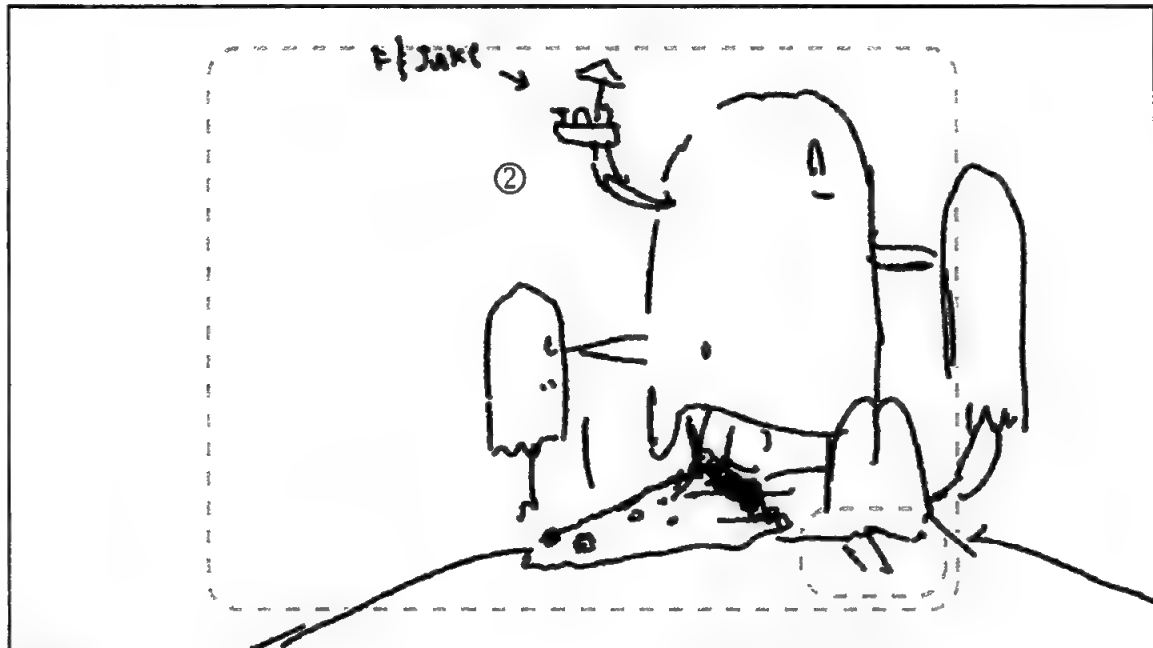
4/1
Cuts

ADVENTURE TIME

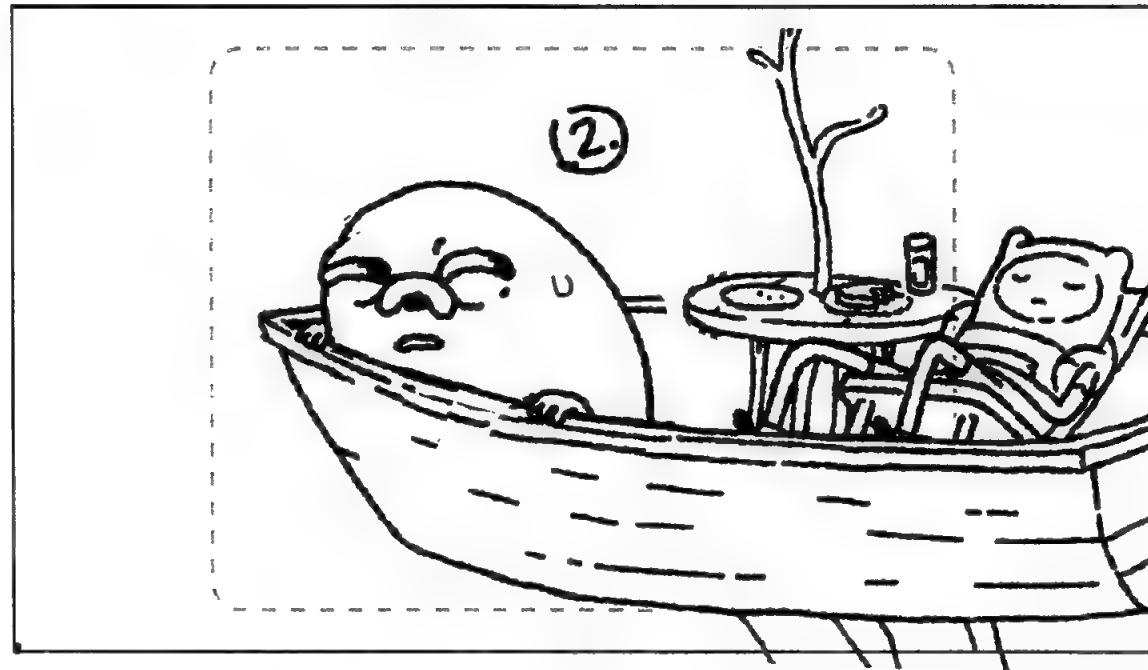


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Sc. 16 Pnl. A Bg. day night



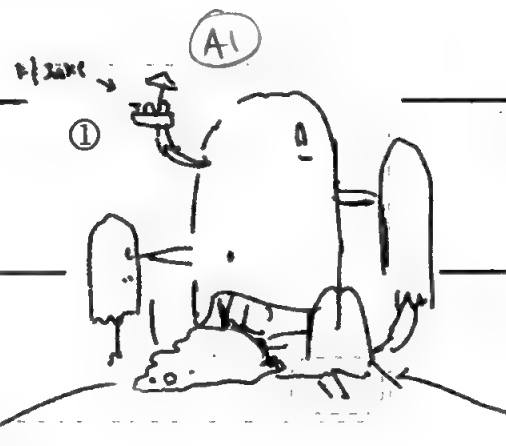
Sc. 17 Pnl. A Bg. day night



Dialog:

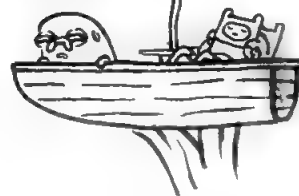
Action:

DETAIL:

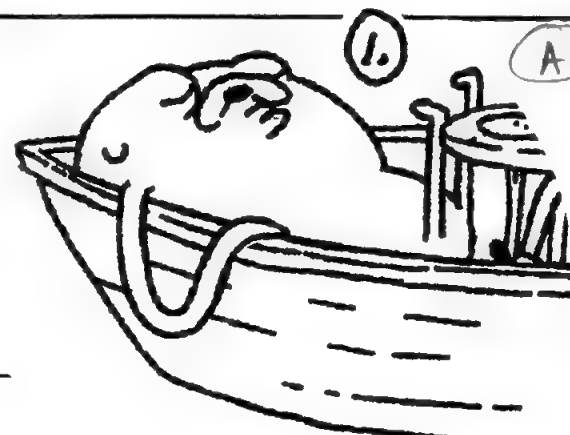


DETAIL:

Sc 17



J/WHA-



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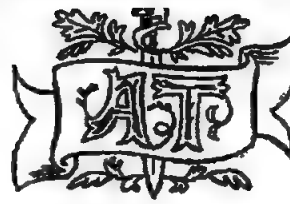
EPISODE #

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Production :

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ADVENTURE TIME



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Sc.

17 CONT Pnl.

B

Bg.

day night

Sc.

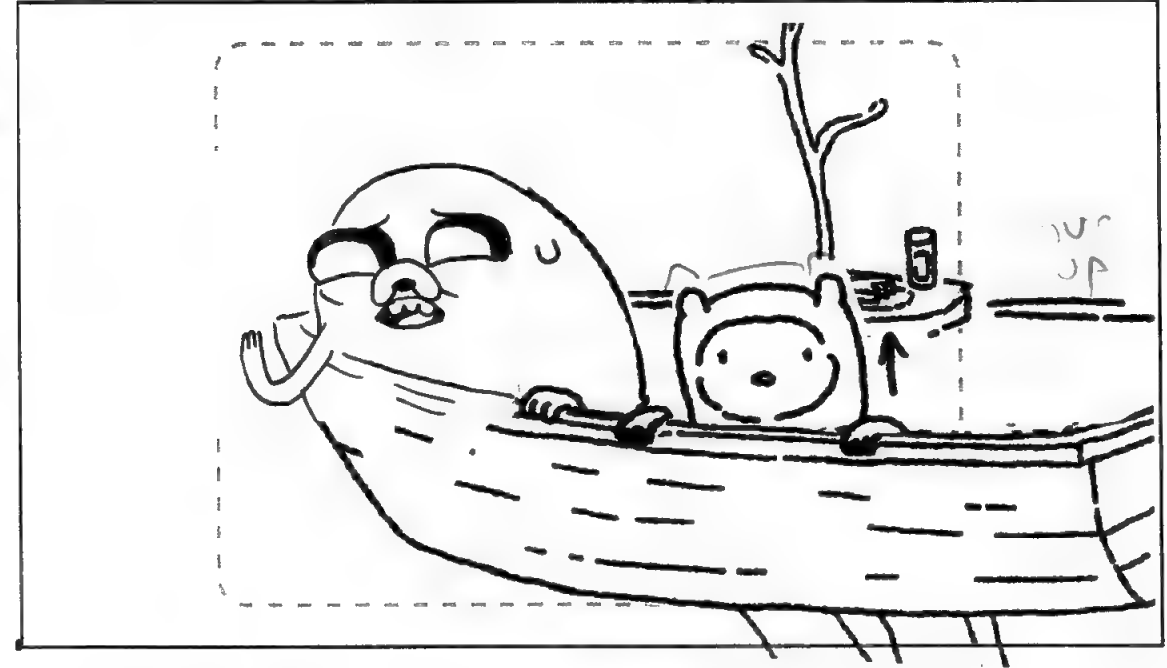
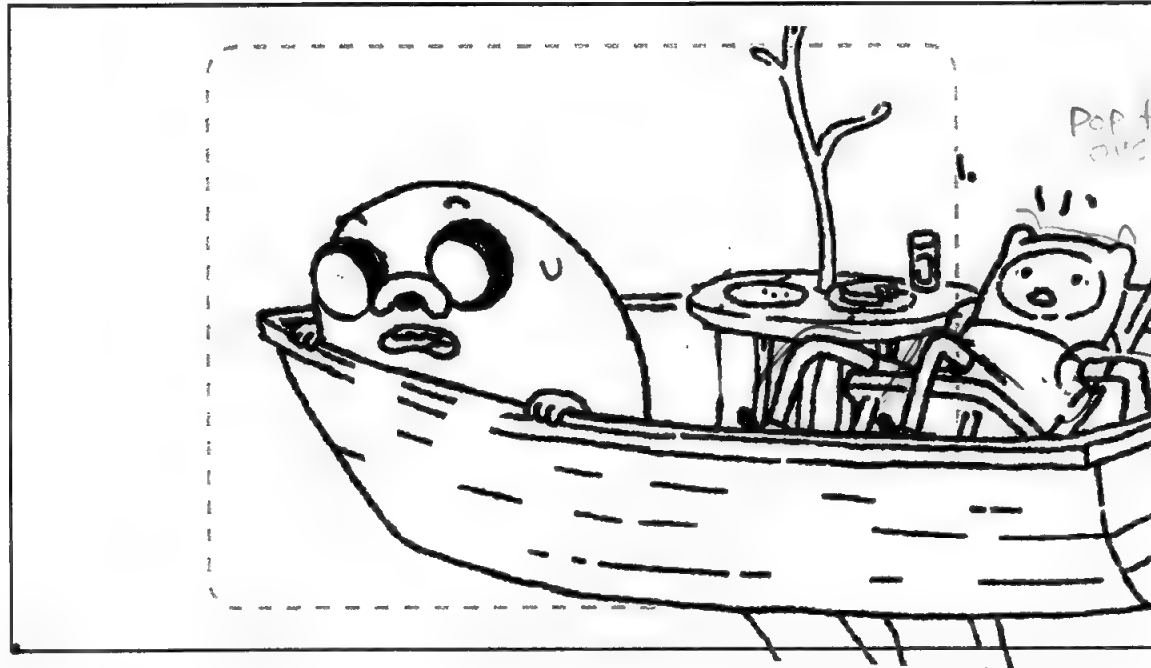
17 CONT Pnl.

C

Bg.

day night

cut



Dialog:

J / 'EY!!

F: HUH!

J / WHAT-A-YOU KIDS DOIN BREAKIN' THE TREEHOUSE.

Action:

-FINN WAKES SUDDENLY AND FALLS OVGR.



Timing:

JAN 14 2014

Production :

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EPISODE #

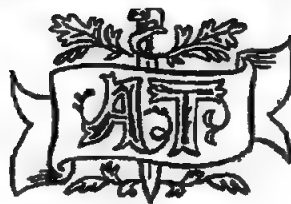
1025/171

1025/171

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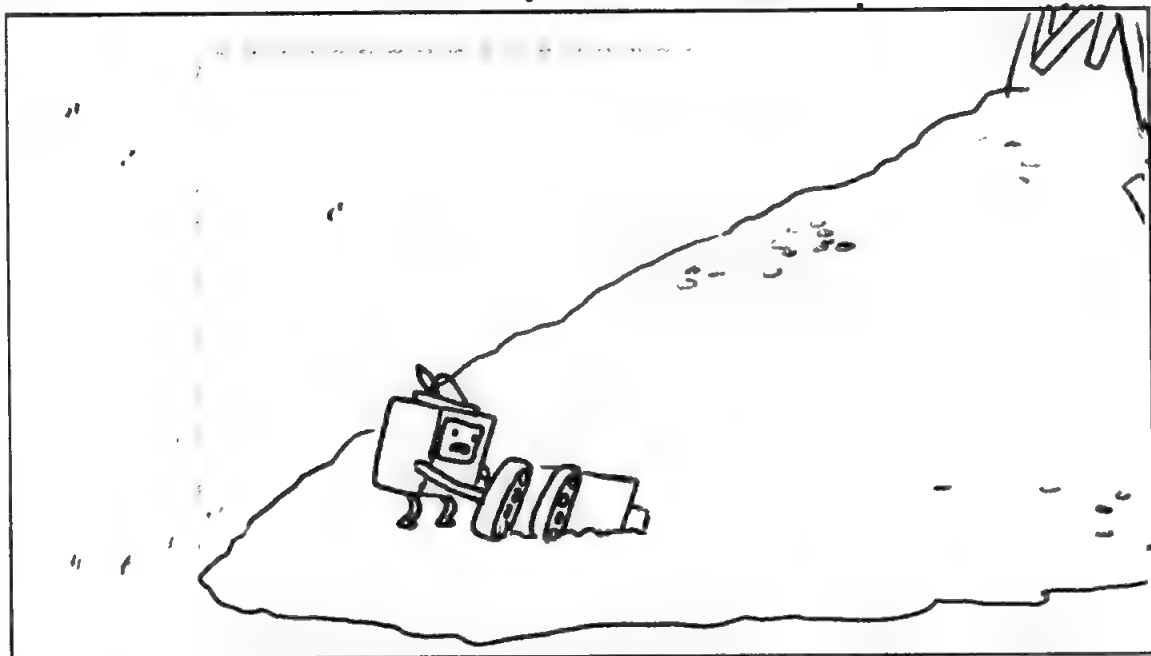


Sc. 18

Pnl. A

Bg.

day night



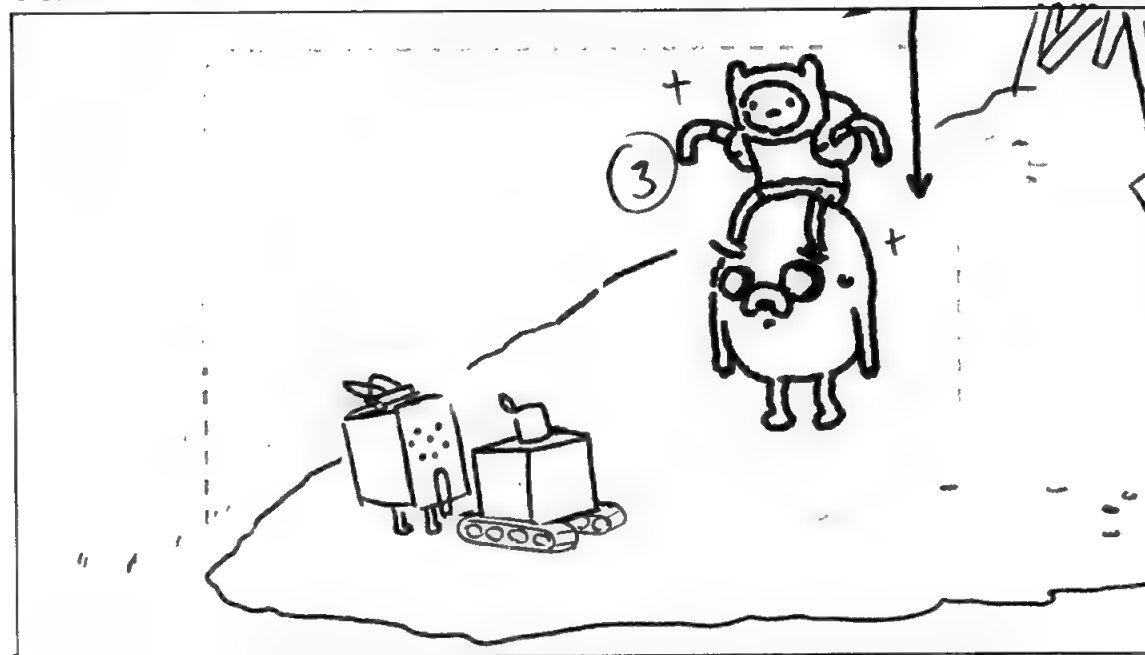
Sc.

18 CONT

Pnl. B

Bg.

day night



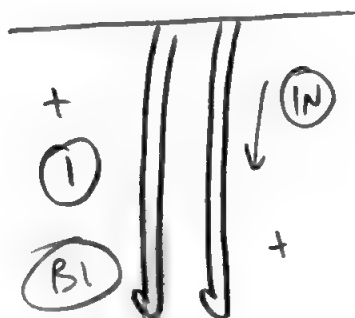
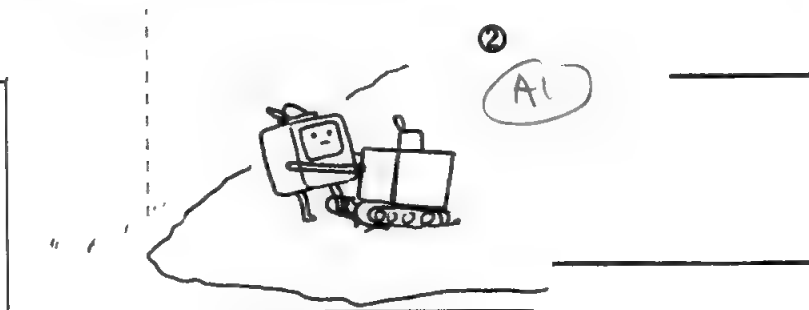
Dialog:

Bmq : (STRAINING)

Action:

JAKE STRETCHES ON/S.

Timing:



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Production :

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ADVENTURE TIME



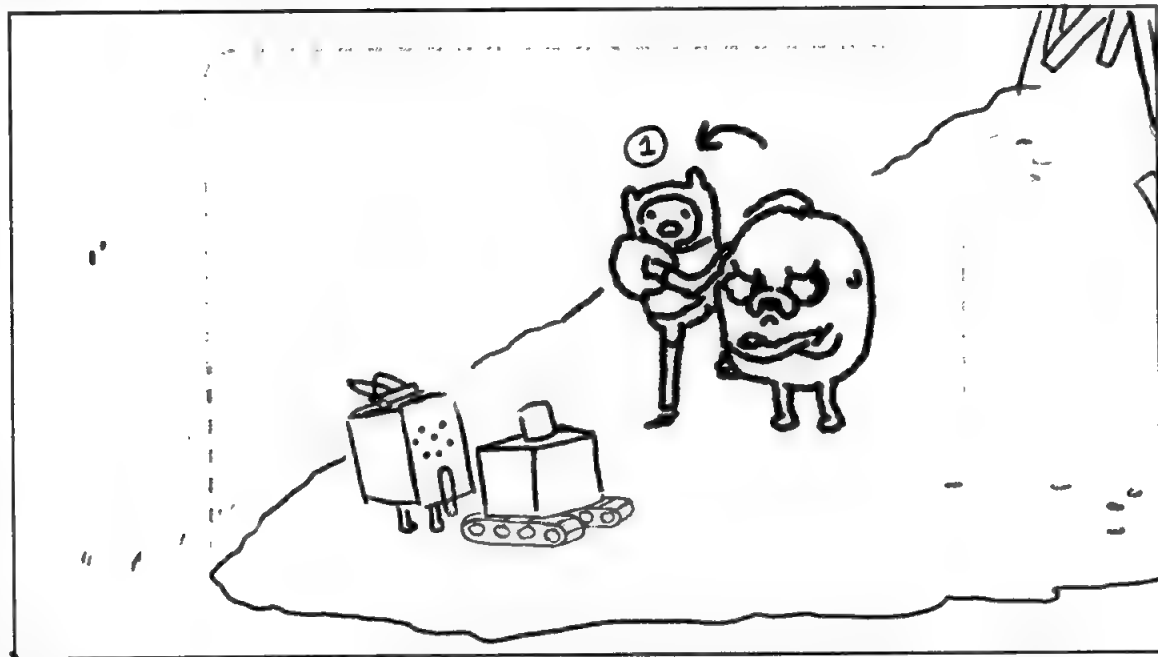
HU
Cut

19

Page 22

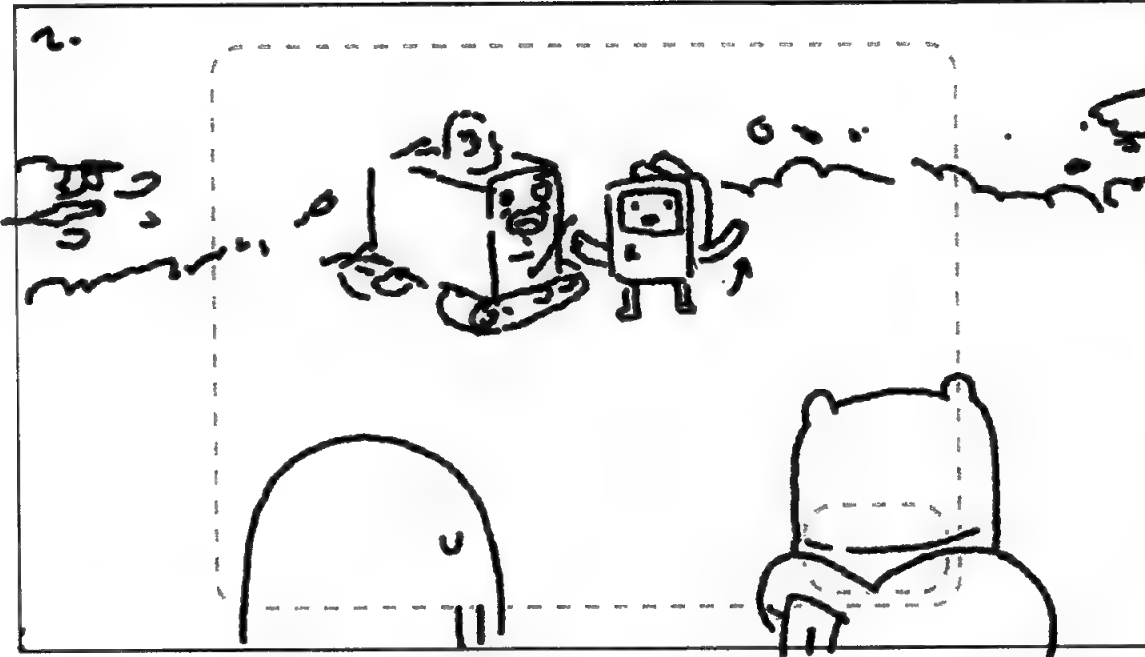
Sc. 18 CONT Pnl. C Bg.

day night



Sc. 19 Pnl. A Bg.

day night



HU
Cut

1025 - 171

EPISODE #

1025/171

Dialog:

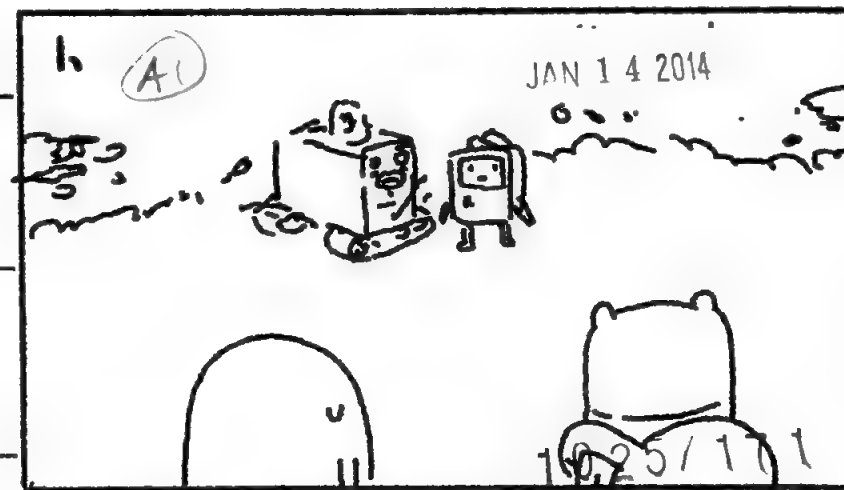
E: YO BMO, WHAT HAPPENED!

B/ YOU GOT TO MUCH MONEY HONEY.

Action:

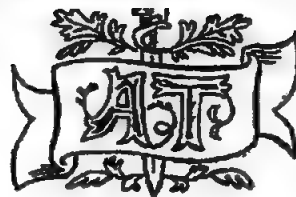


Timing:

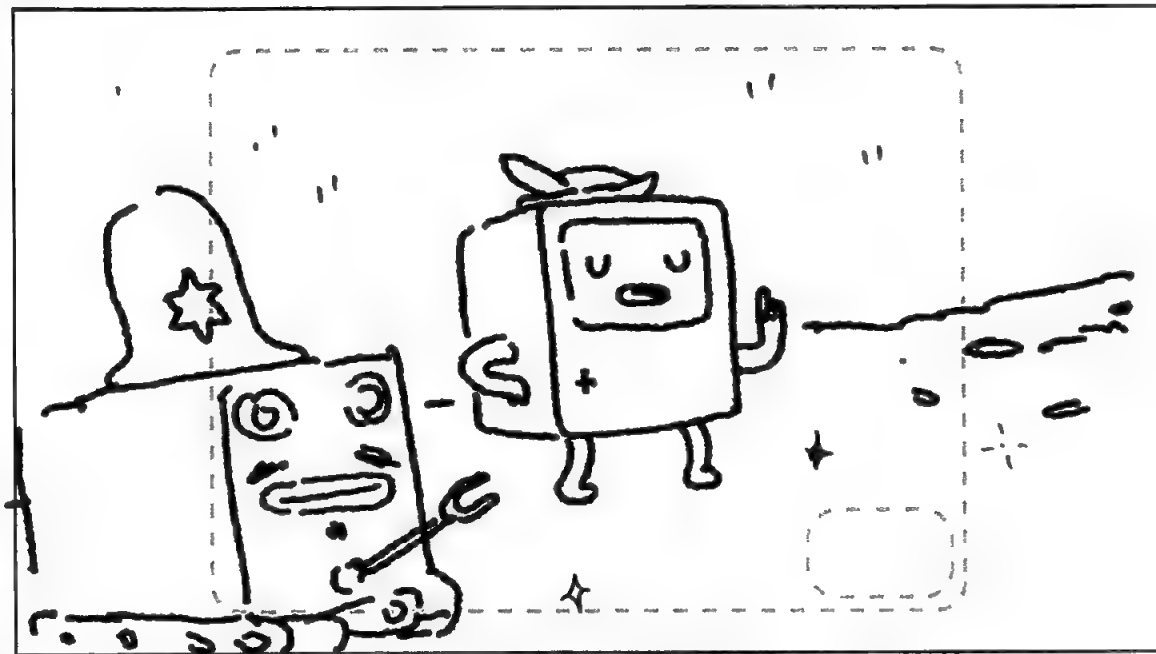


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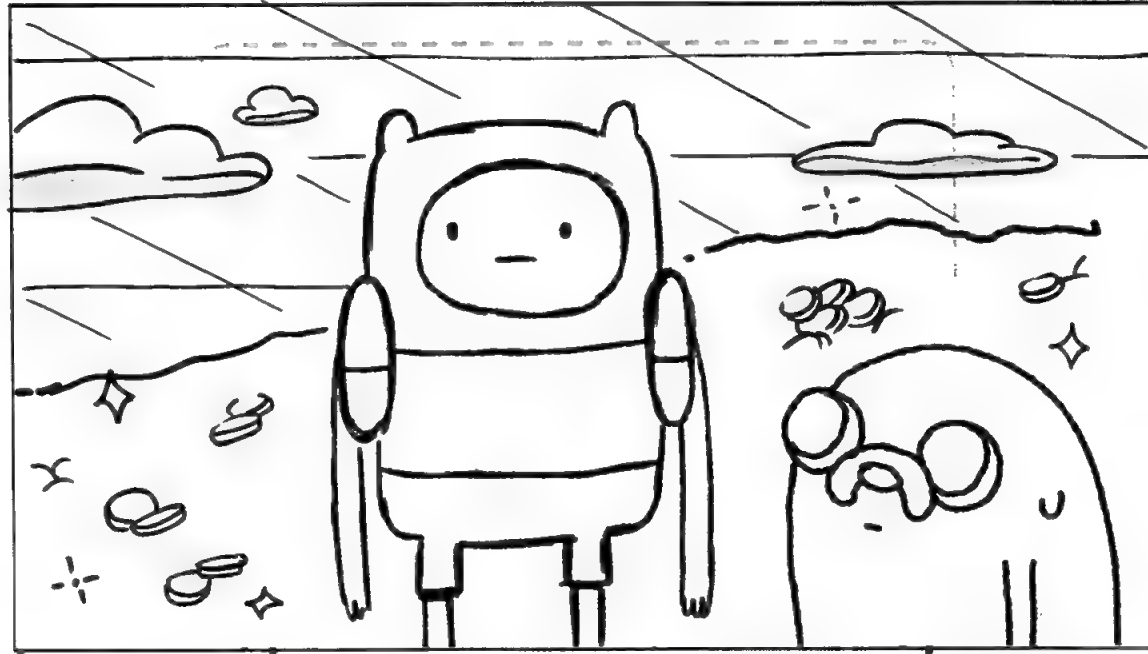
ADVENTURE TIME



Sc. **20** Pnl. **A** Bg. day night



Sc. **21** Pnl. **A** Bg. day night



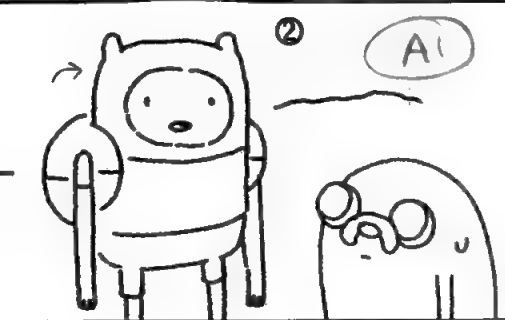
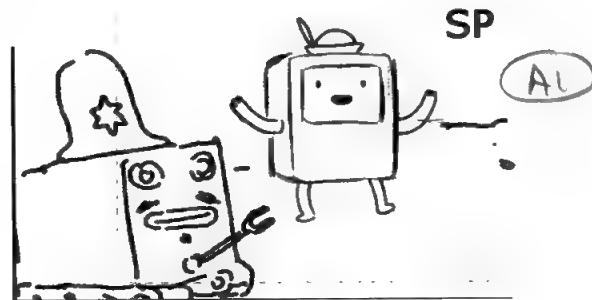
Dialog:

B/ ALL OF THIS DASH IS THREATENING THE STRUCTURAL INTEGRITY OF THE TREEHOUSE.

F/ WHO WOULD'VE THOUGHT WE COULD HAVE TOO MUCH TREASURE?

Actic

Timir



APTWE / [GROAN.]
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ADVENTURE TIME



Ho
Cut
22

Page 24

Sc. 21 cont Pnl.

B Bg.

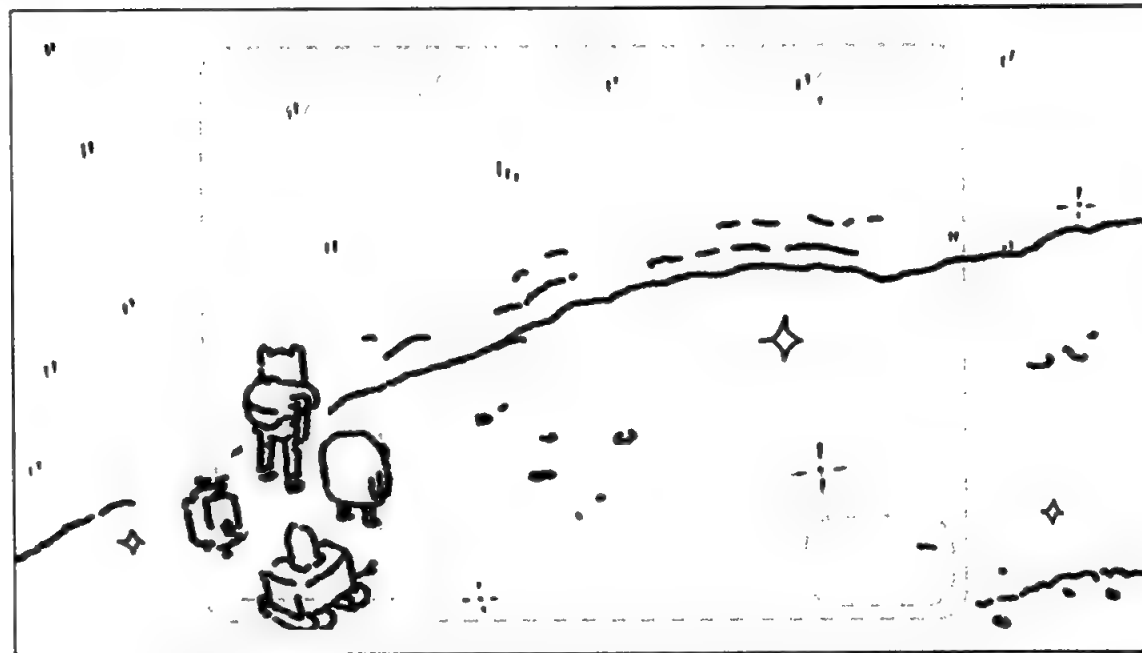
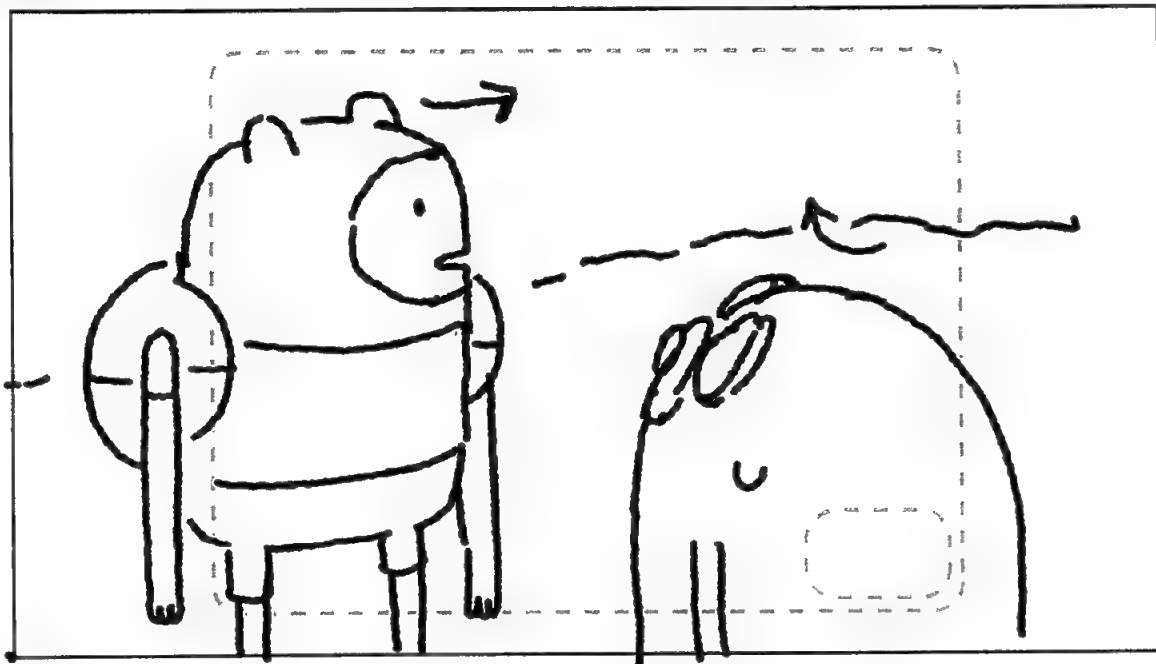
day night

Sc.

Pnl. A

Bg.

day night



Dialog:

Sfx/ RUMBLING.

Action:

Gold Pile starts Rumbling

JAN 14 2014

Timing:

1025 - 171

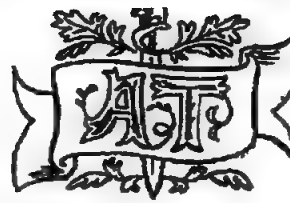
EPISODE #

1025/171

Production :

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ADVENTURE TIME

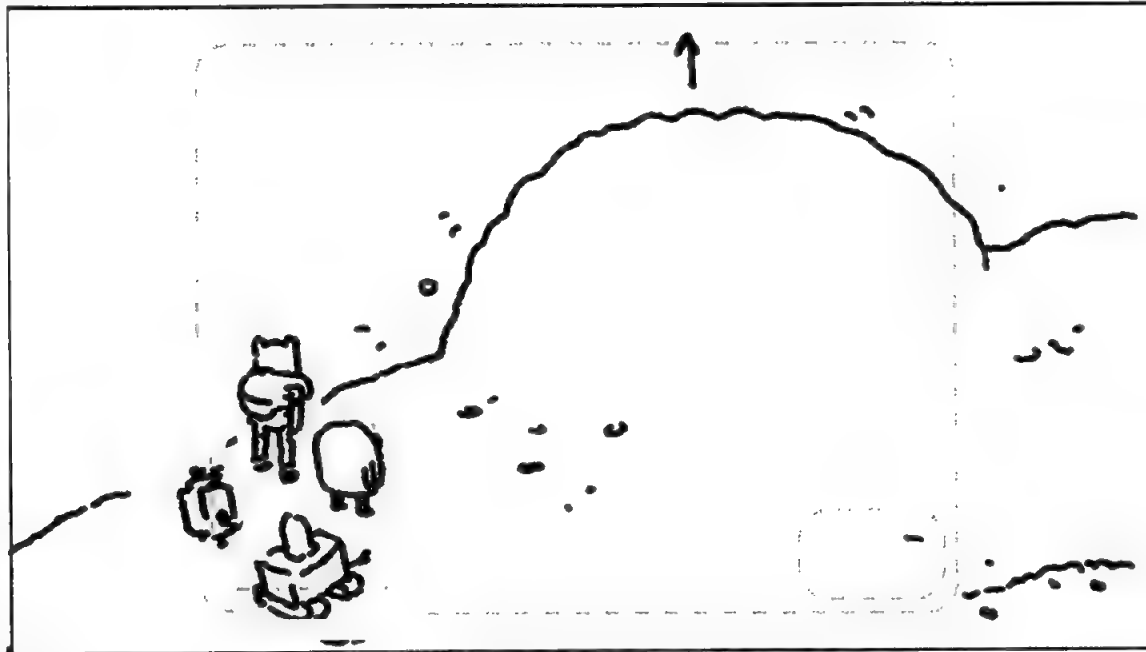


Page **25**
25A NEXT
 day night

Sc. **22 cont** Pnl. **B**

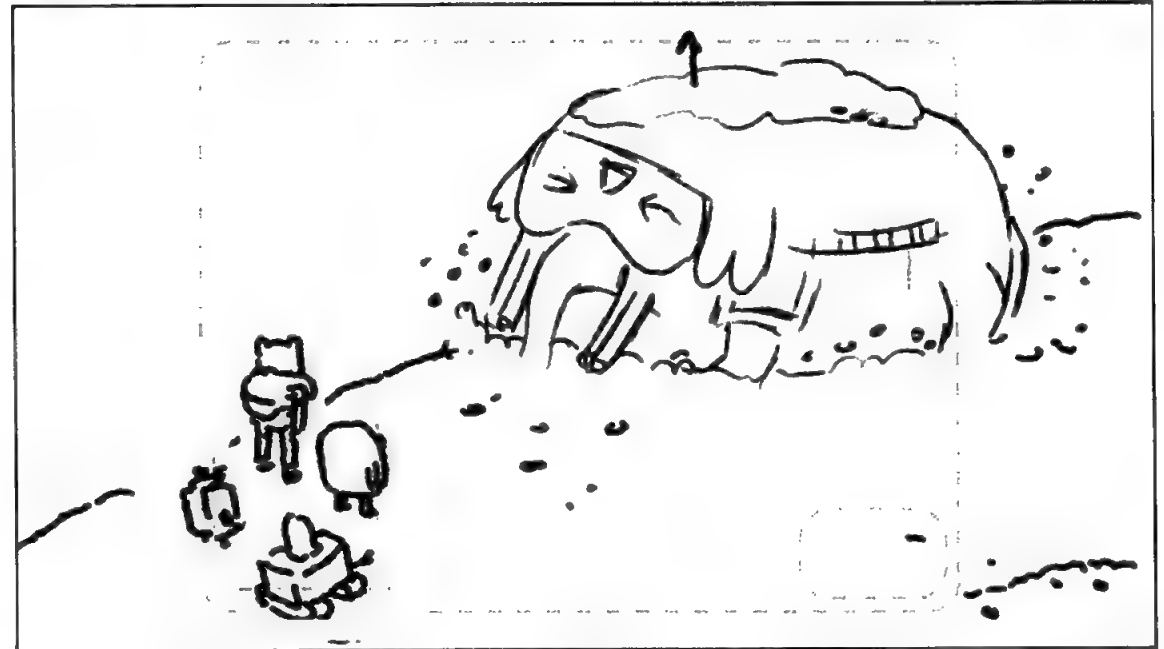
Bg.

day night



Sc. **22 cont** Pnl. **C**

Bg.



Dialog:

SFX: *JINGLING *

APTWE : (VO) HWOOF.

Action:

mound of Gold Rises up.

ALL ROLES OVER REVEALING APTWE.

JAN 14 2014

Timing:

EPISODE # 1025 - 171

1025/171

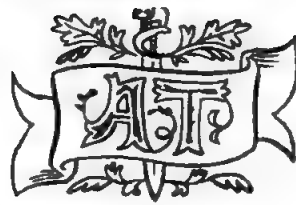
Production :

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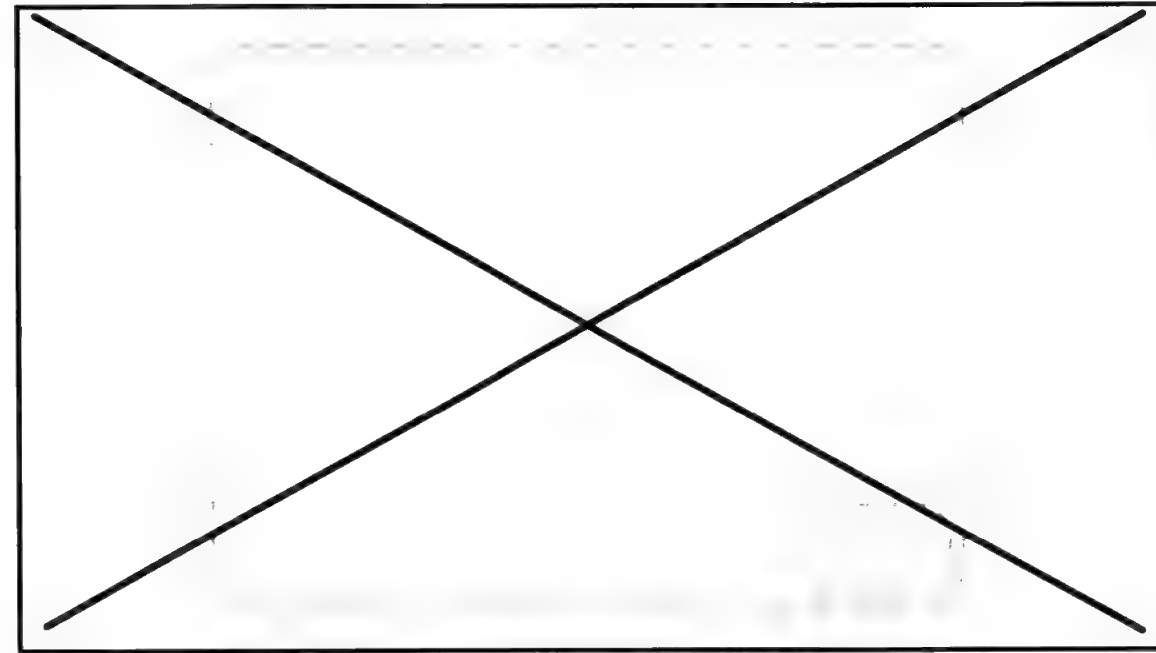
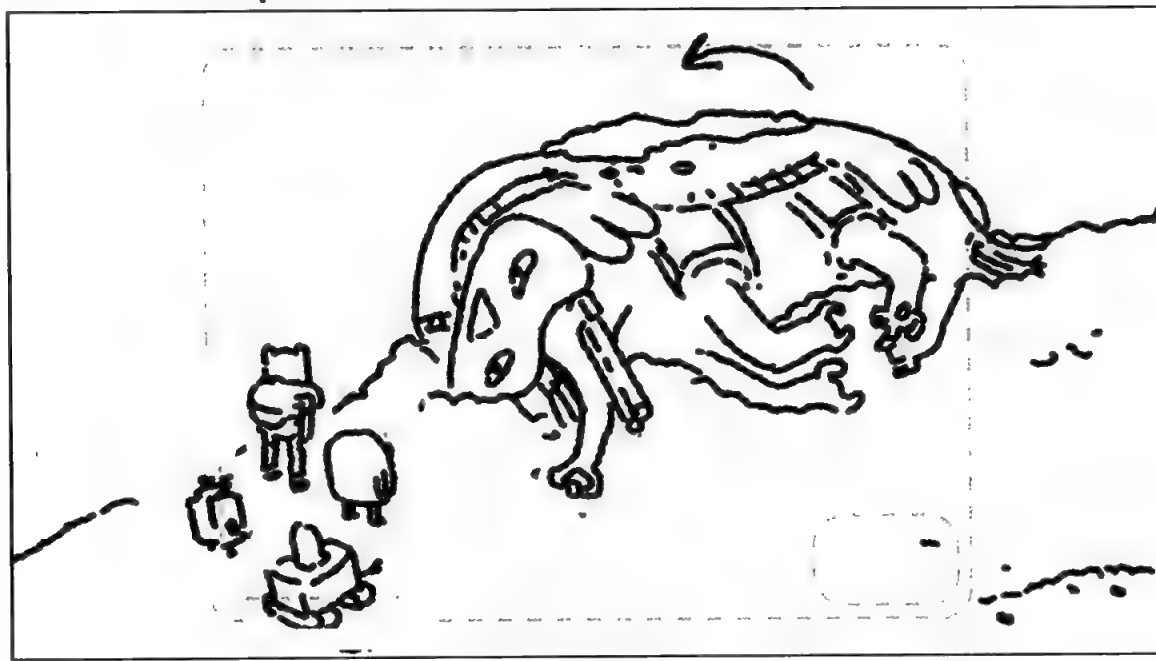
Ho cut

Page 25A
26 NEXT
day night

Sc. 22 *cont* Pnl. D Bg.

day night

Sc. Pnl. Bg.



Dialog:	(vo)
APTWE Cont. : Im sorry master.	
Action:	
Timing:	

JAN 14 2014

EPISODE #

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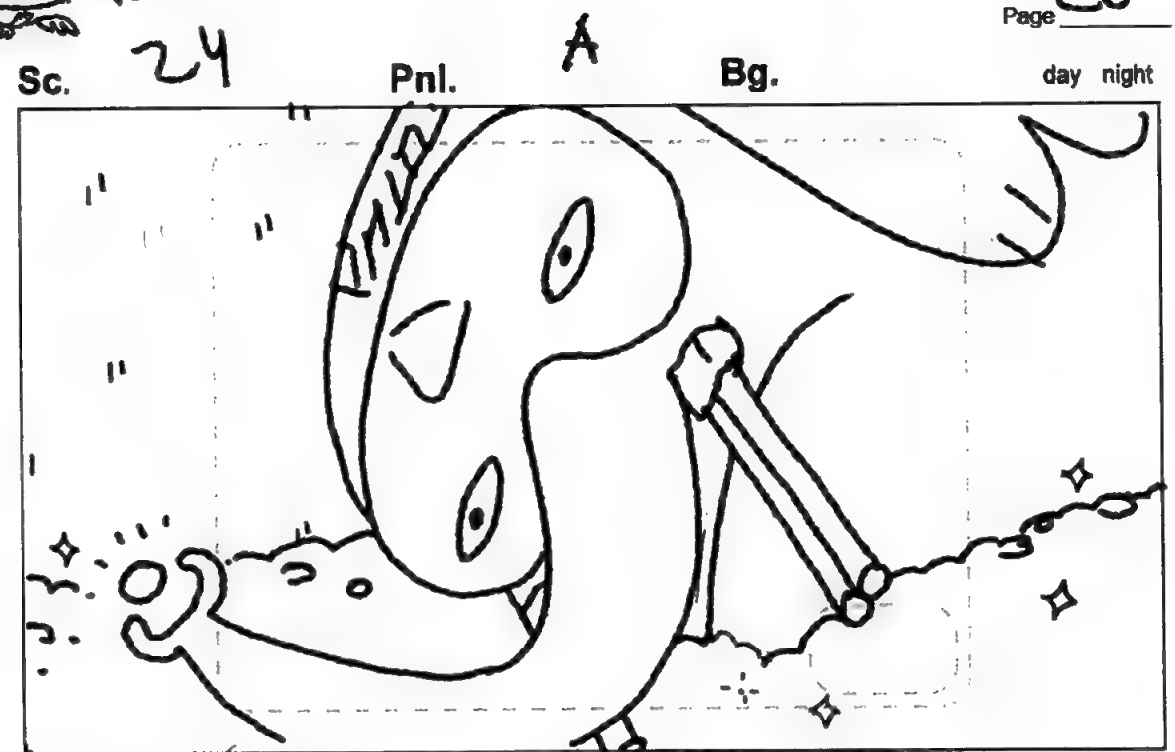
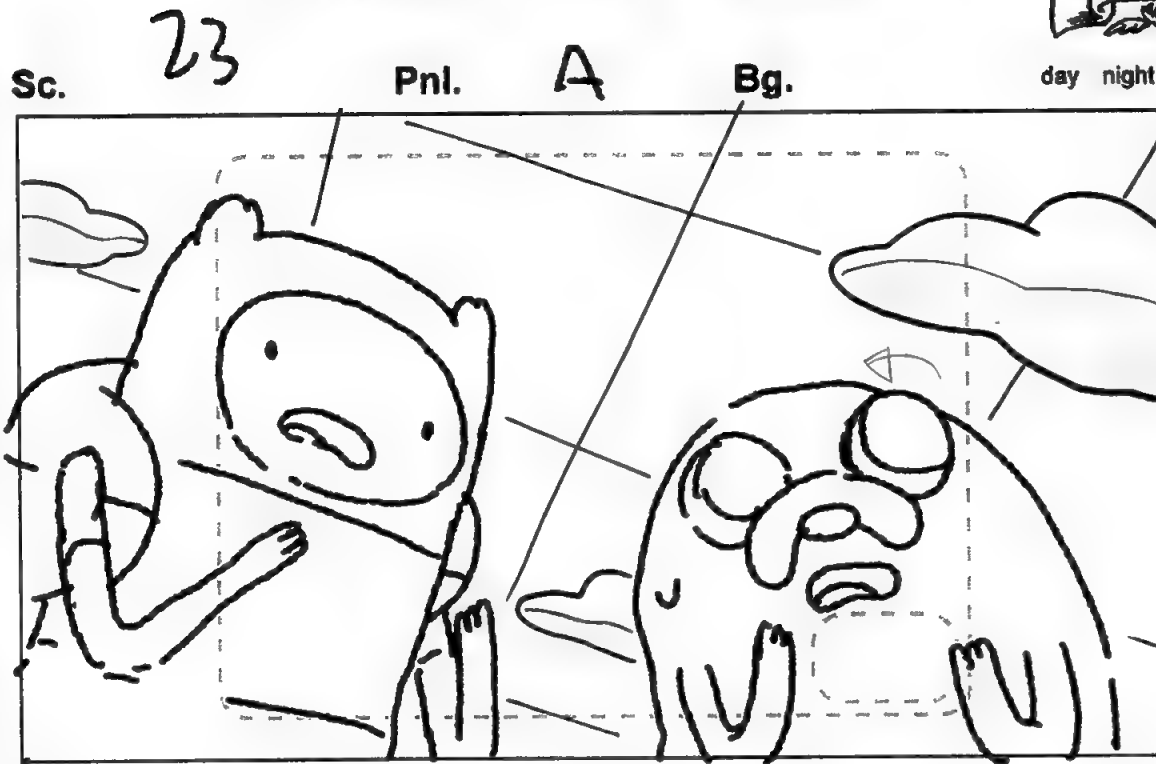
Production:

1025/171

ADVENTURE TIME



Page 26



Dialog:
Fn. J/ ANCIENT PSYCHIC TANDEM
 WAR ELEPHANT!

(VO)
APTWE/ YOU TOLD ME TO STAY INSIDE
 THE MONEY ROOM, BUT NOW I AM OUTSIDE.

Action:

Timing:

JAN 14 2014

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EPISODE #

1025 / 171

Production :

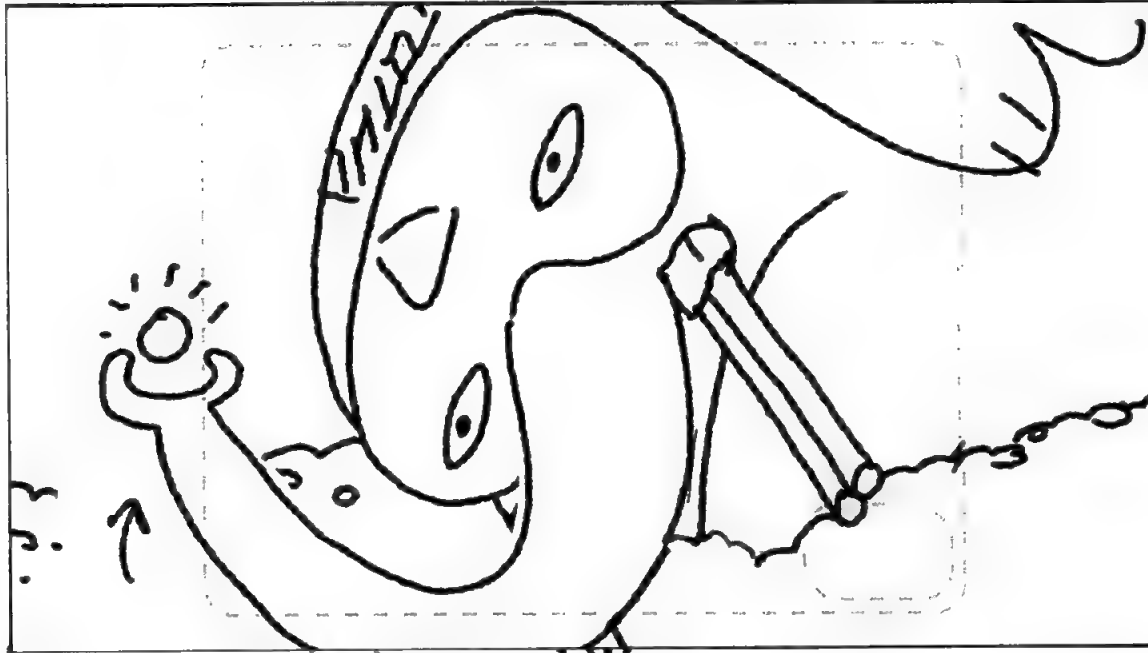
1025 / 171

ADVENTURE TIME

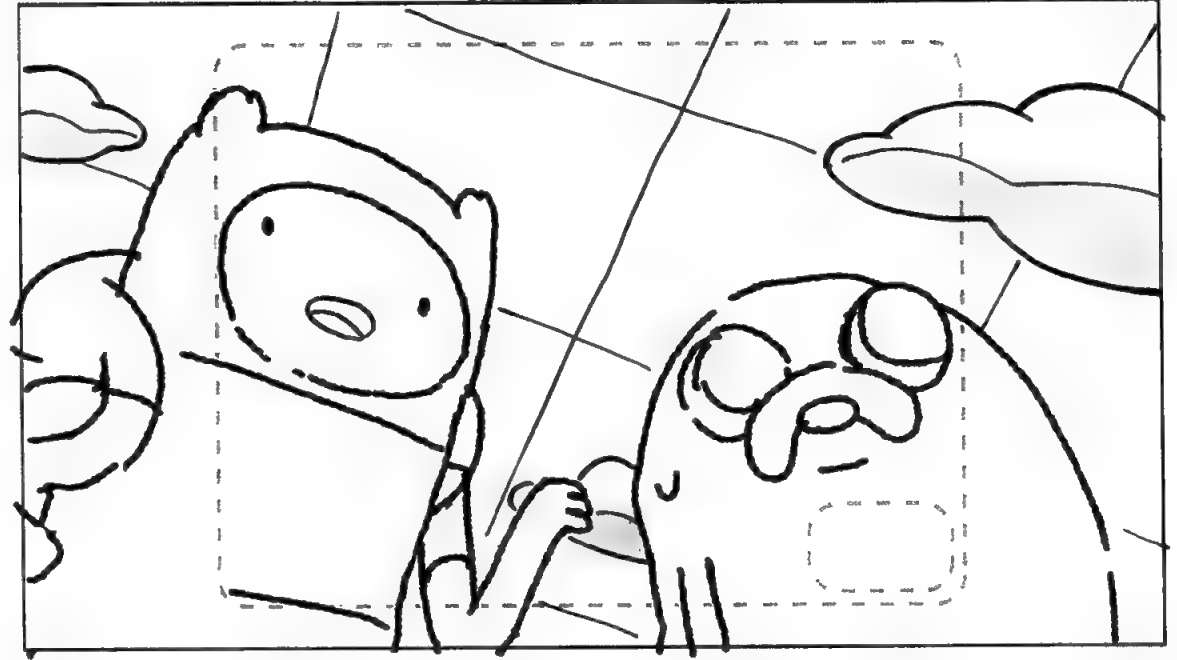


Page 27

Sc. 24 cont Pnl. B Bg. day night



Sc. 25 Pnl. A Bg. day night



Dialog: (VO) APTWE/ WHAT IS YOUR PUNISHMENT, MASTER? F/
DO NOT BE LENIENT WITH ME.

NO PUNISHMENT DUDE.
JUST CHILL WHERE YOU ARE.

Action:

Timing:

JAN 14 2014

SIP
(P)
(A)

1025 - 171

EPISODE #

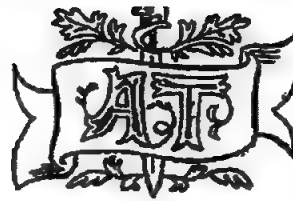
1025/171

Production :

1025. 171

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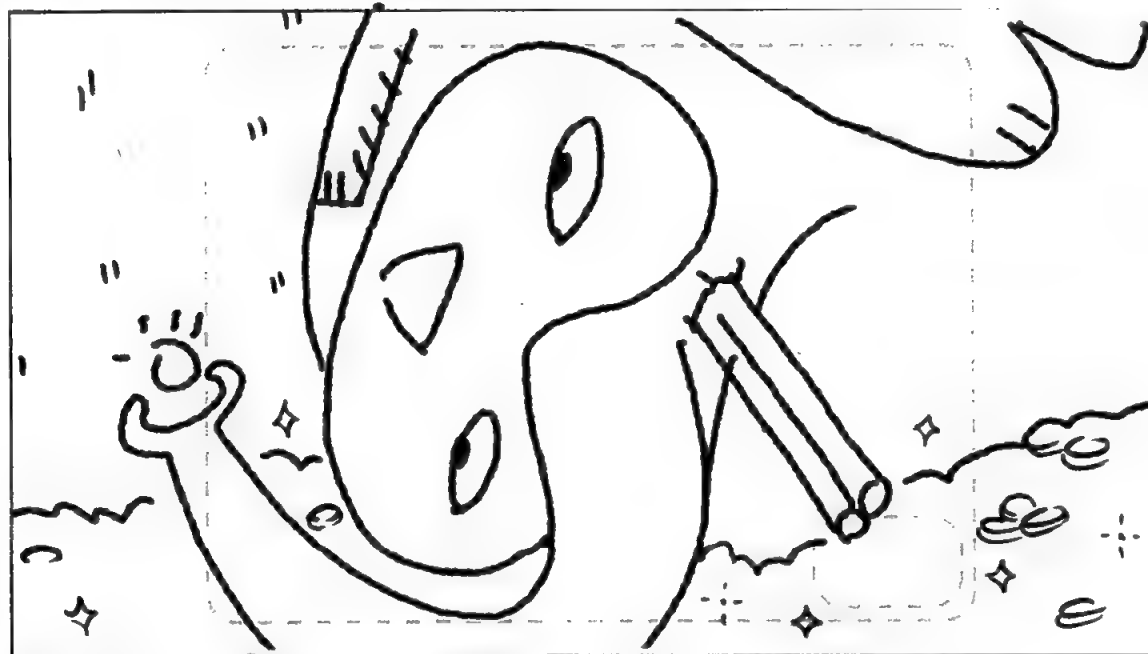
ADVENTURE TIME



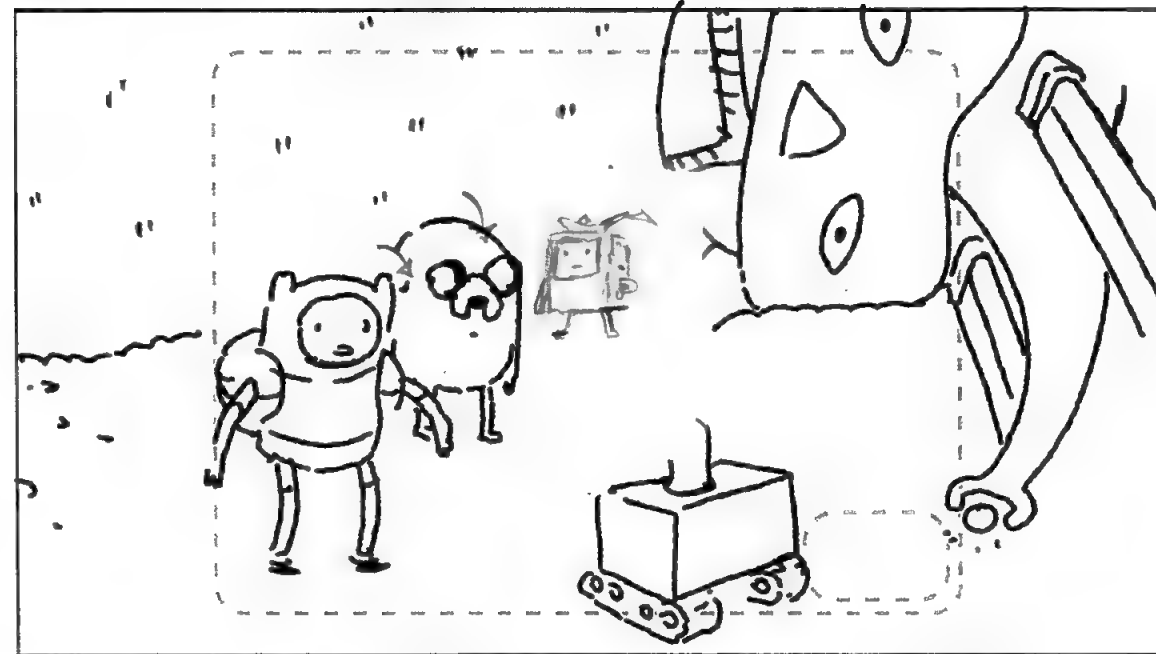
HU
AT

Page 28

Sc. 26 Pnl. A Bg. day night



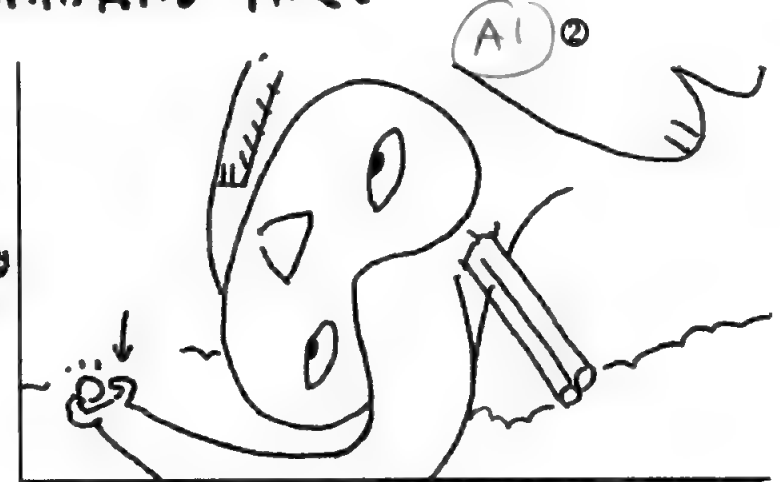
Sc. 27 Pnl. A Bg. day night



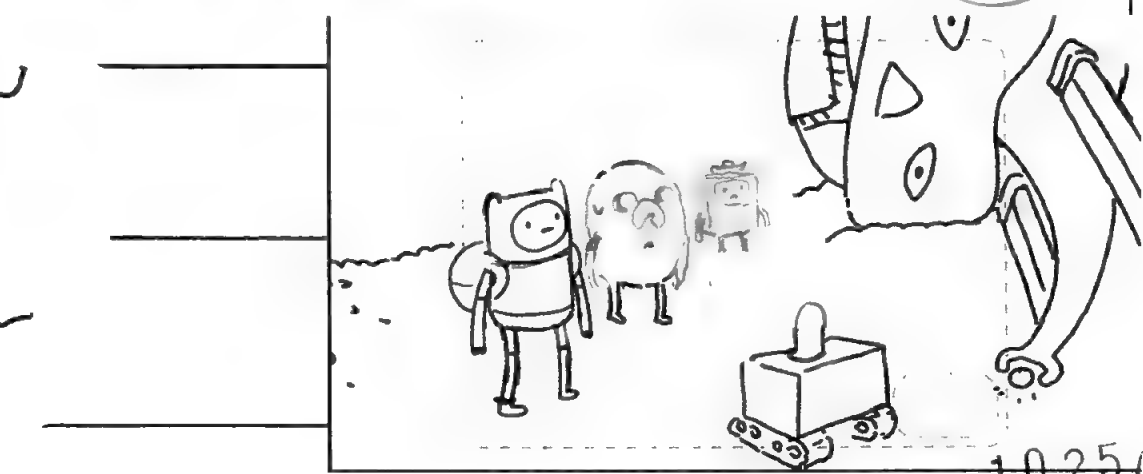
Dialog: VO
APTWE/ ALRIGHT, I WILL CHILL WHERE I AM
UNTIL YOU COMMAND ME.

Action:

Timing: TRUNK LIFELESSLY
Flops to the
Ground.



HM..
F/ SO WHAT SHOULD WE DO WITH
ALL THIS SQUOOSH?



JAN 14 2014

SP AI

HU
AT

EPISODE # 1025 - 171

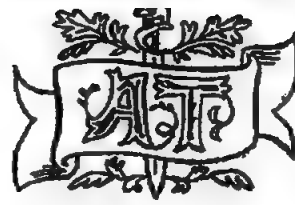
1025/171

Production :

1025/171

Ho
Cut

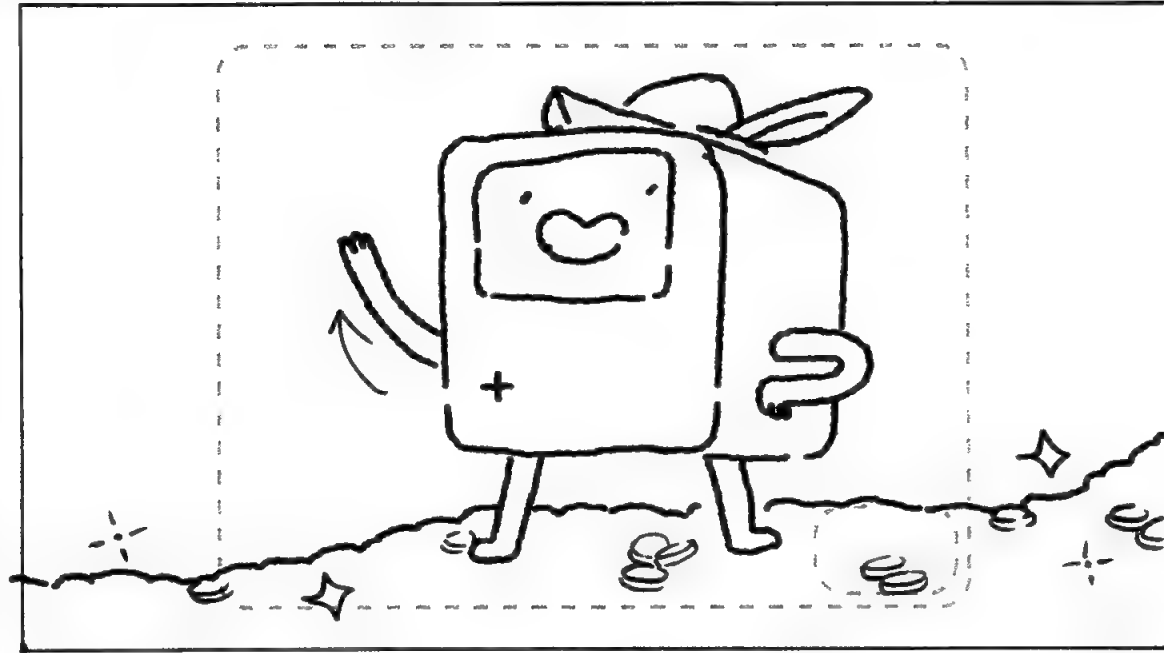
ADVENTURE TIME



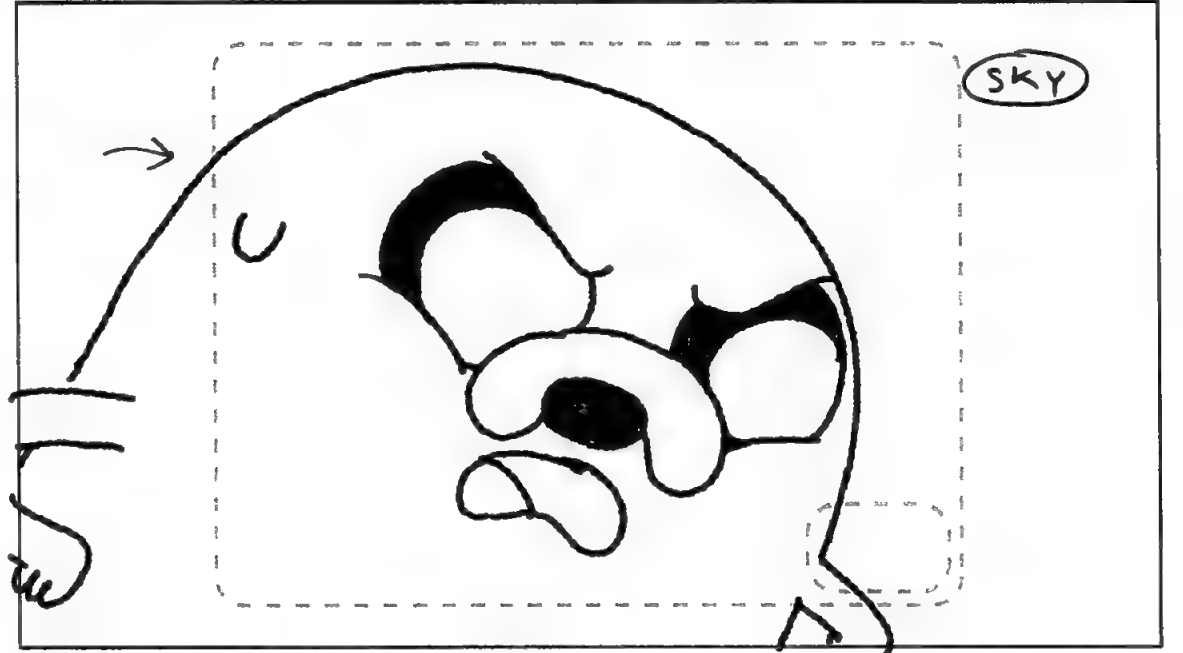
Cut

Page 29

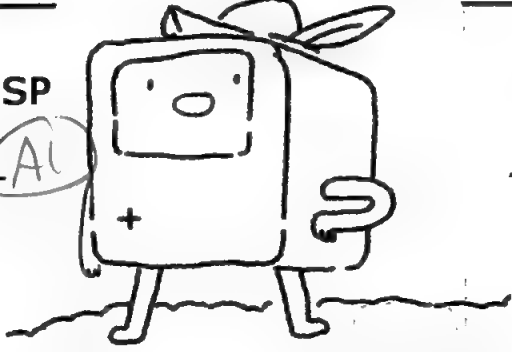

Sc. 28 Pnl. A Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog:
BMO/ YOU SHOULD GIVE IT TO ROBBING HOOD.
J/ NO WAY BMO, THIS IS OUR TREASURE.

Action:
Timing:
SP (A)  SP (A) 

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Cut

ADVENTURE TIME



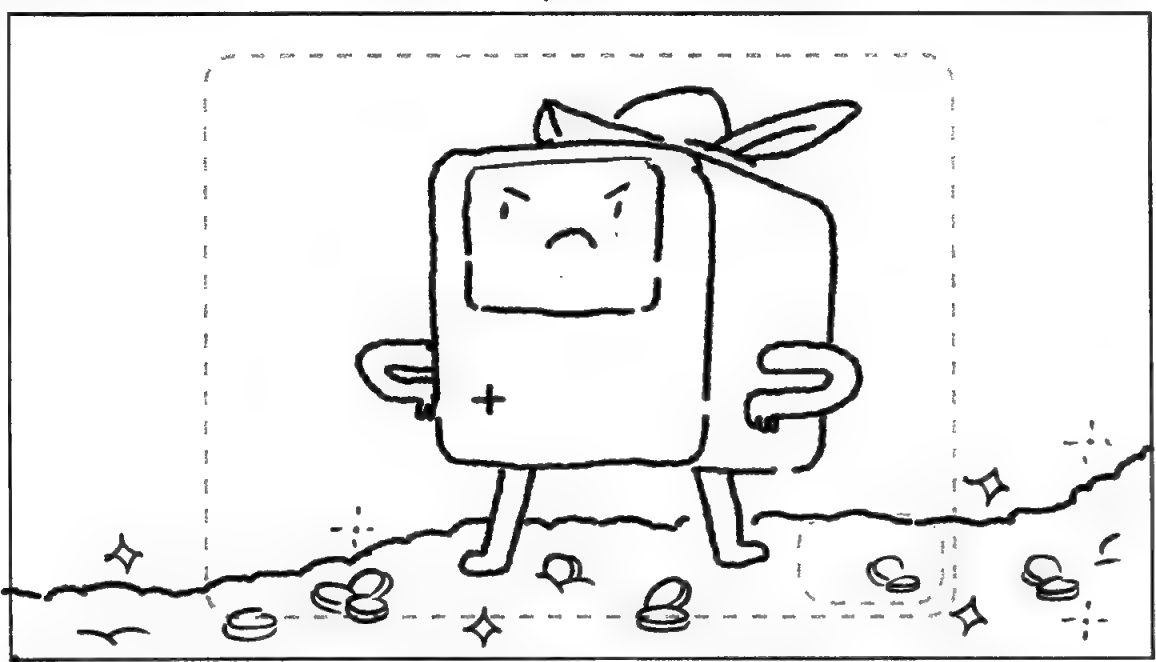
Page 30

Sc. 30

Pnl. A

Bg.

day night

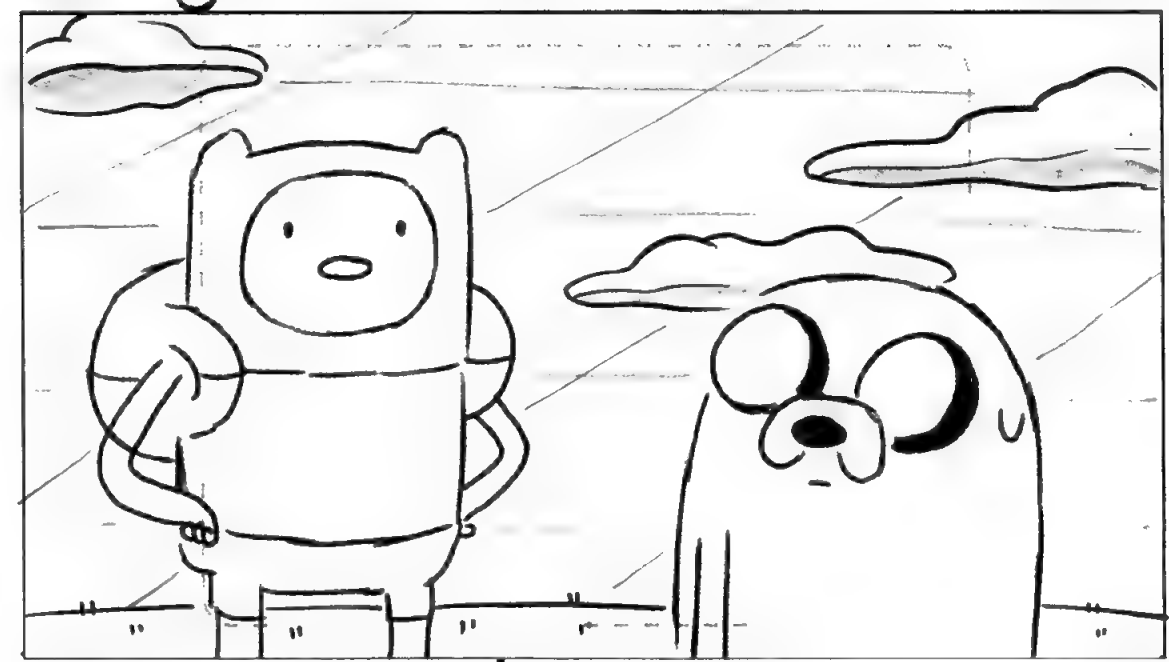


Sc. 31

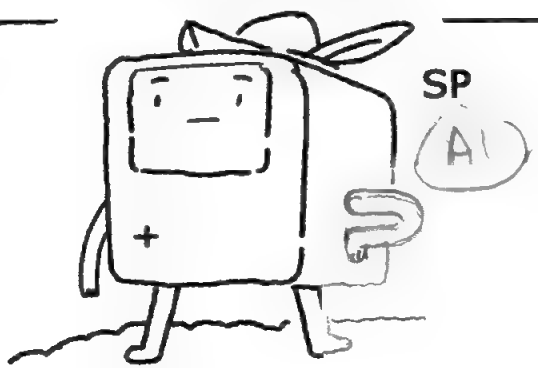
Pnl. A

Bg.

day night



Dialog:	
B/ Hmmm...	E/ hey maybe we could -
Action:	
Timing:	



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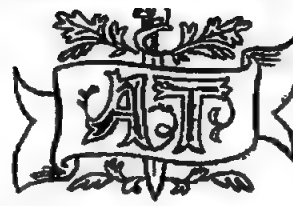
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ADVENTURE TIME



Hu
Cwt

Page 31

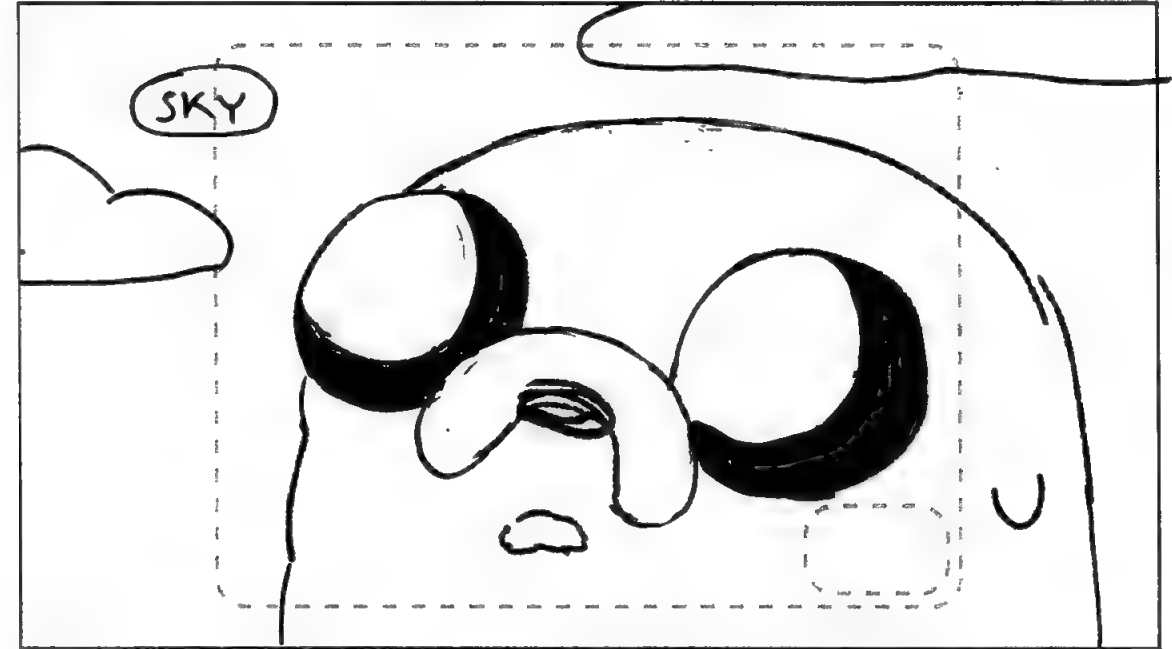
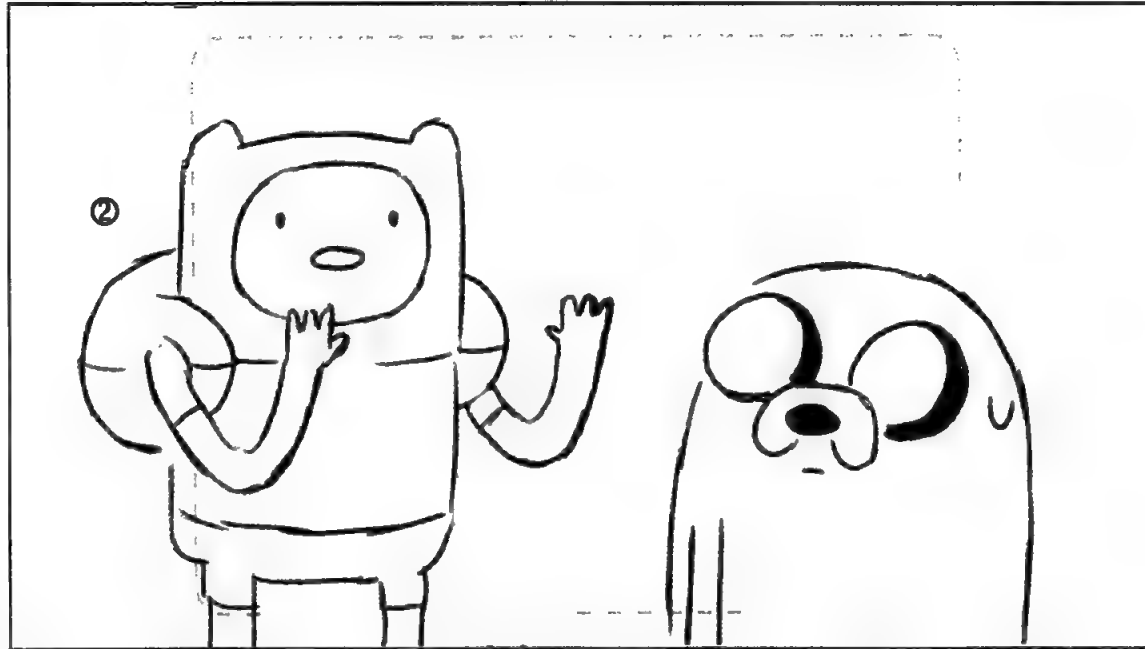
Sc. 31 cont Pnl. B Bg.

day night

Sc. 32 Pnl. A Bg.

day night

Hu
Cwt



<p>Dialog:</p> <p>Finn (on SP) - like...</p> <p>Finn Cont: ...spend it? (on pose 2)</p>		<p><u>J/</u> REALLY? How much of it?</p>	
<p>Action:</p>			
<p>Timing:</p>		<p>JAN 14 2014</p>	

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Production :

1025/171

Ho
Cut

ADVENTURE TIME



HU
Cut

Page 32

Cut

Sc. 33

Pnl. A

Bg.

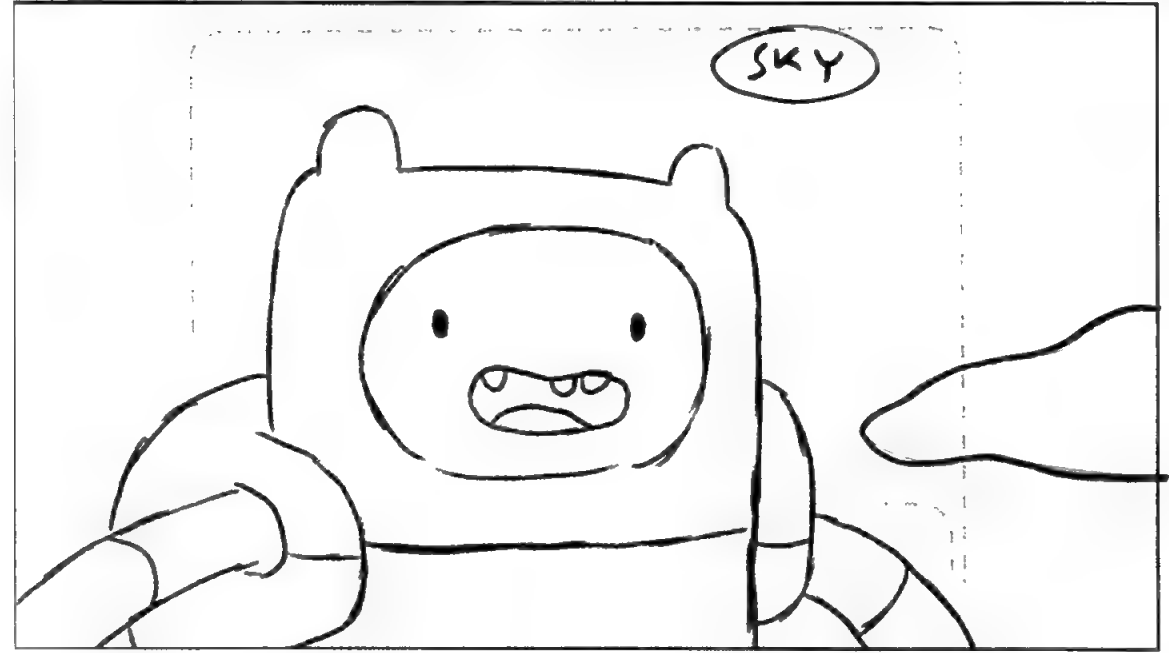
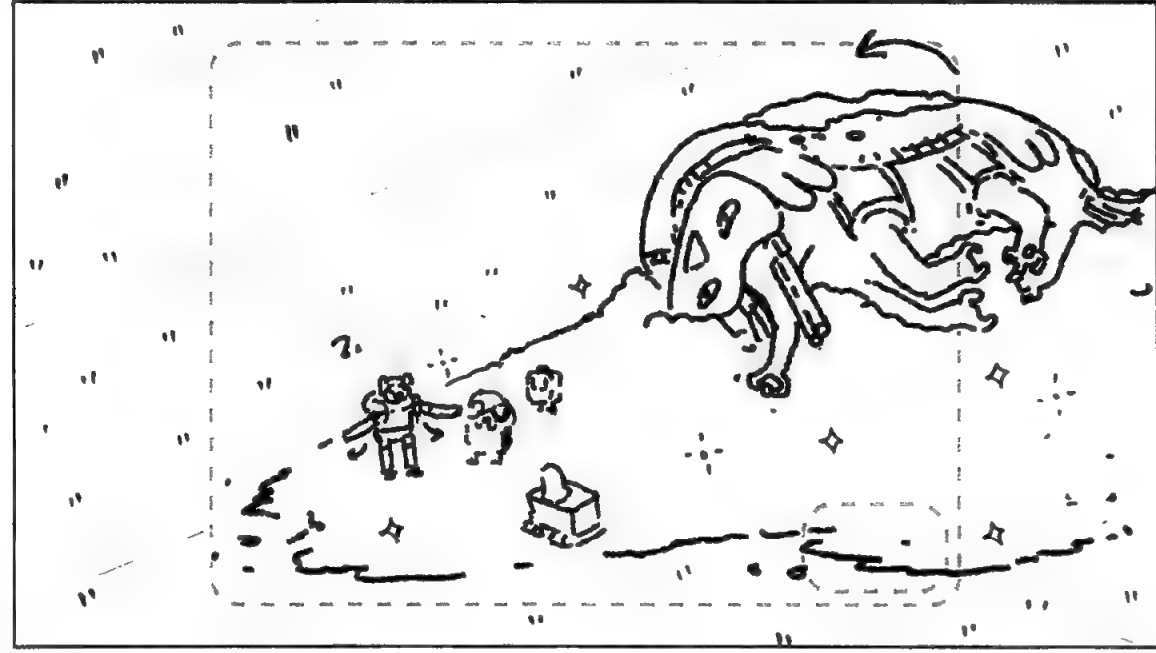
day night

Sc. 34

Pnl. A

Bg.

day night



Dialog:	F/ DUDE, LIKE <u>ALL</u> of it.	F/ THEN WE CAN GO FIND completely NEW TREASURE.
Action:		
Timing:	1- Al	

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ADVENTURE TIME



Sc.

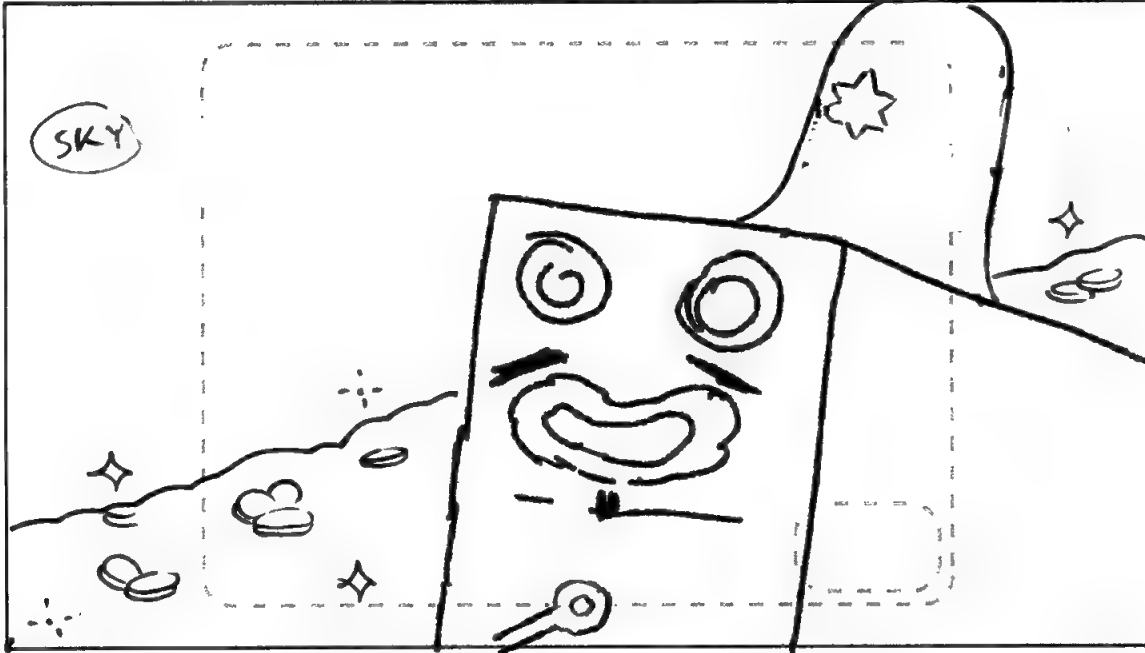
35

Pnl.

A

Bg.

day night



Sc.

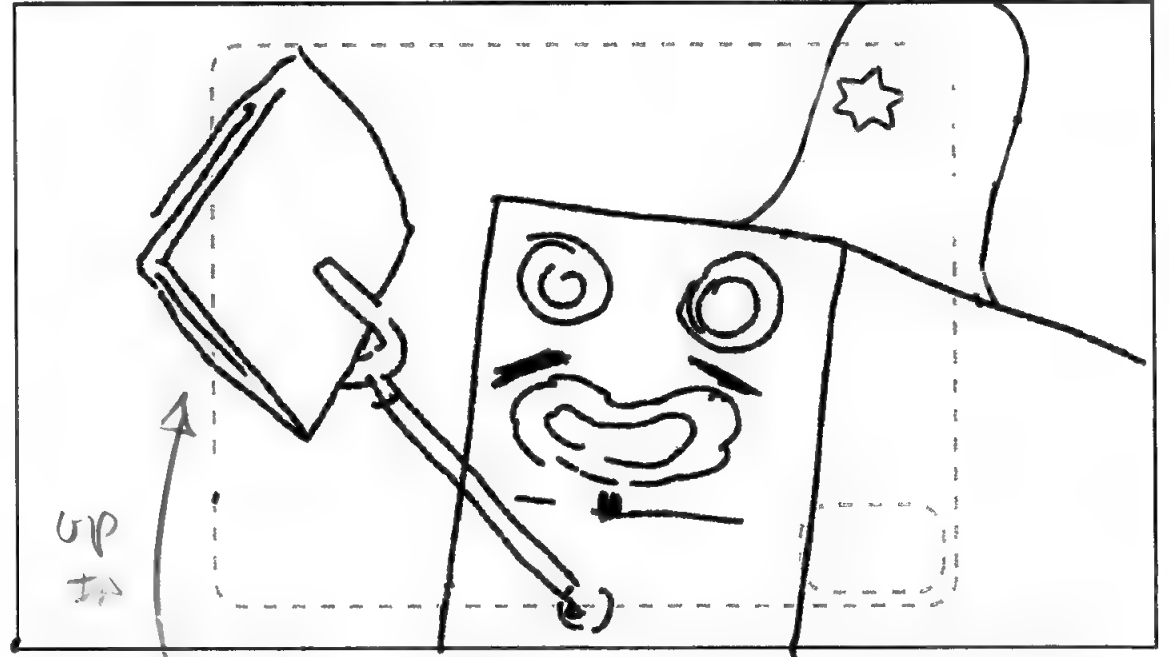
35 cont

Pnl.

B

Bg.

day night



Dialog:

N

NEPTR KNOWS JUST THE
PLACE TO BLOW YOUR GREASE.

N

Be'HOLD, THIS RECENT ADVERTISEMENT
↑ BRITISH PRONUNCIATION

Action:

JAN 14 2014

Timing:

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Production :

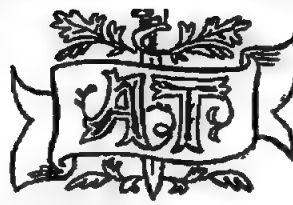
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Page 33

40
Cut

Hu
Cut

ADVENTURE TIME



NO SC'S
37-38

Page 34

Sc. 36

Pnl. A

Bg.

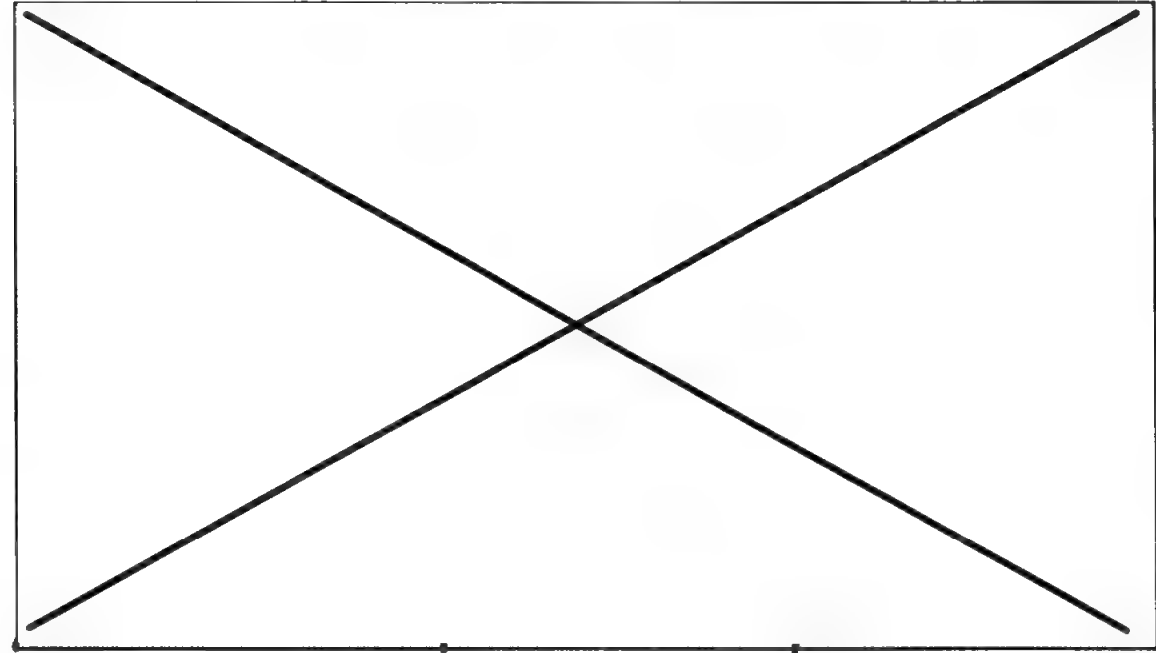
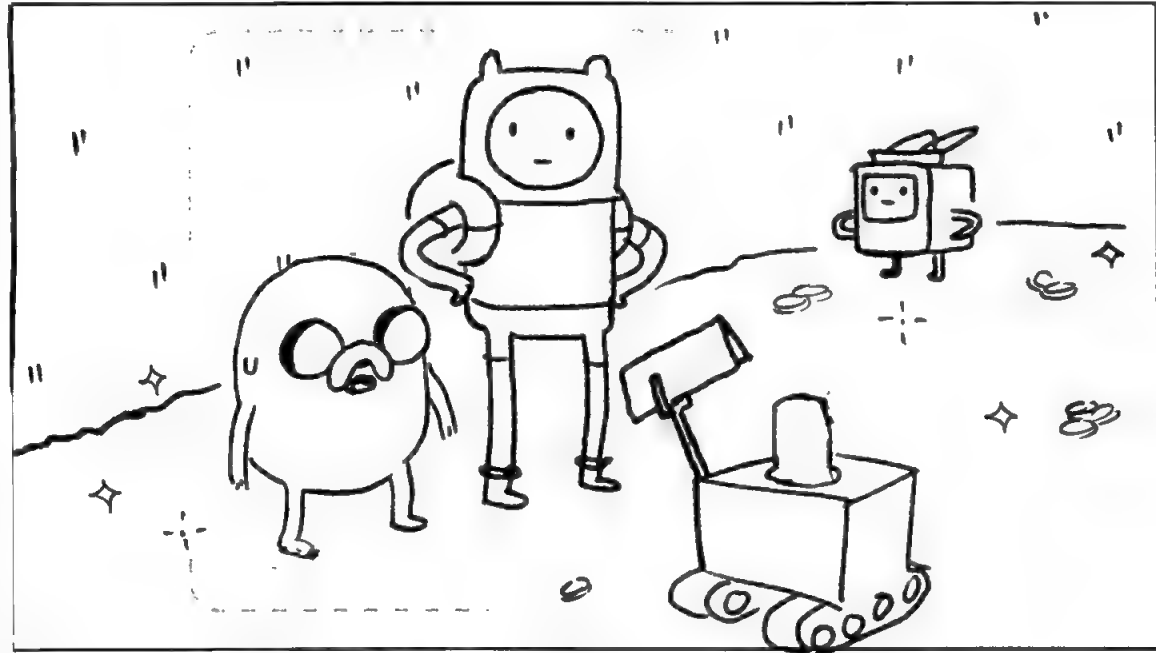
day night

Sc.

Pnl.

Bg.

day night



Dialog:

J/WHOA, we
Get MAIL?

Action:

(SP) [Finn] looks at NEP

Timing:

(SP) [Finn] looks at NEP

(3) [Finn] [A2] [Jake]

(A1) (2)

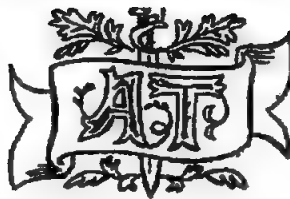
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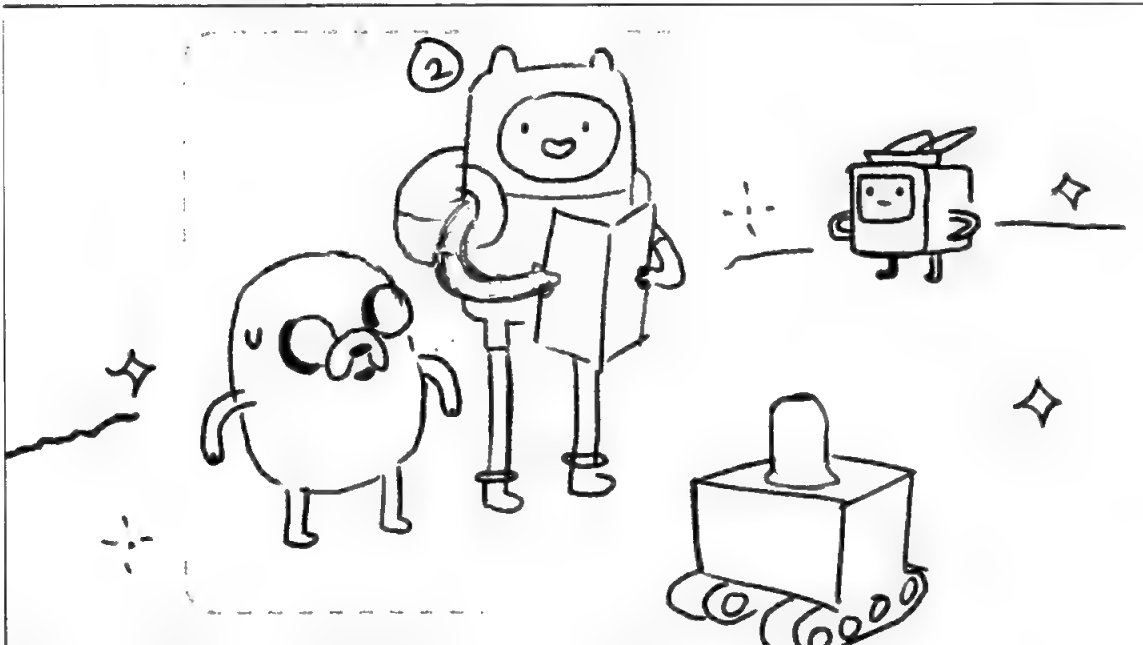
HV
Cut

39

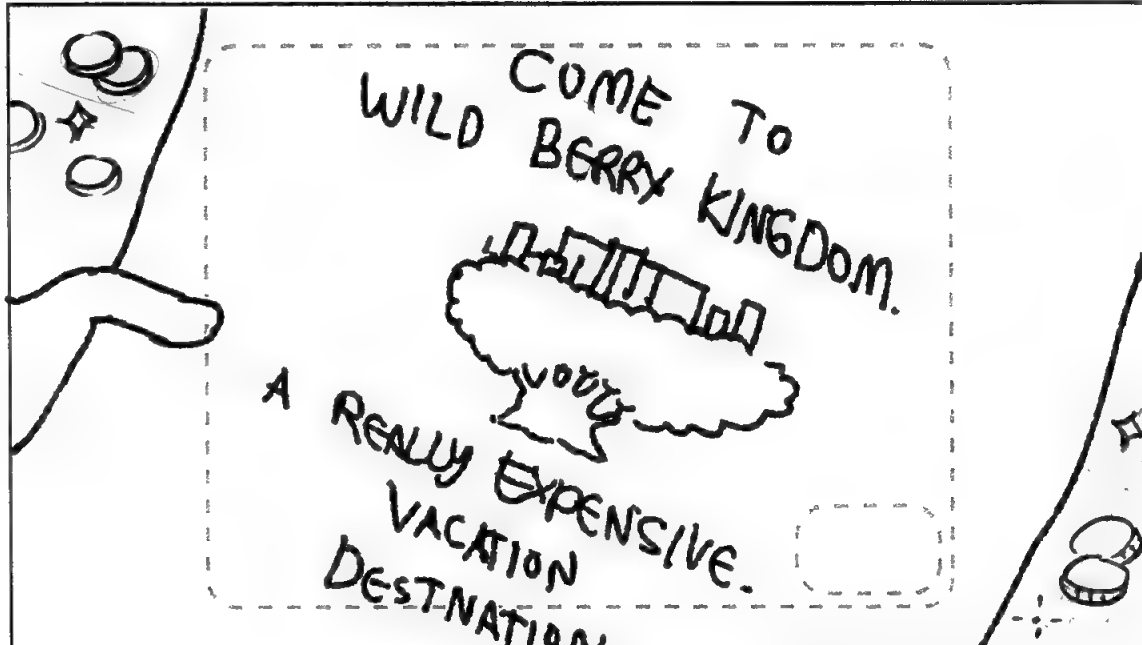
Page 35

HV
Cut

Sc. 36 *cont* Pnl. B Bg. day night



Sc. *39* Pnl. A Bg. day night



Dialog:	F/CHECK IT OUT JAKE.	J: DANG, WILDBERRY KINGDOM GOT ALL FANCY. Sounds good.
Action:		
Timing:		



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Production :

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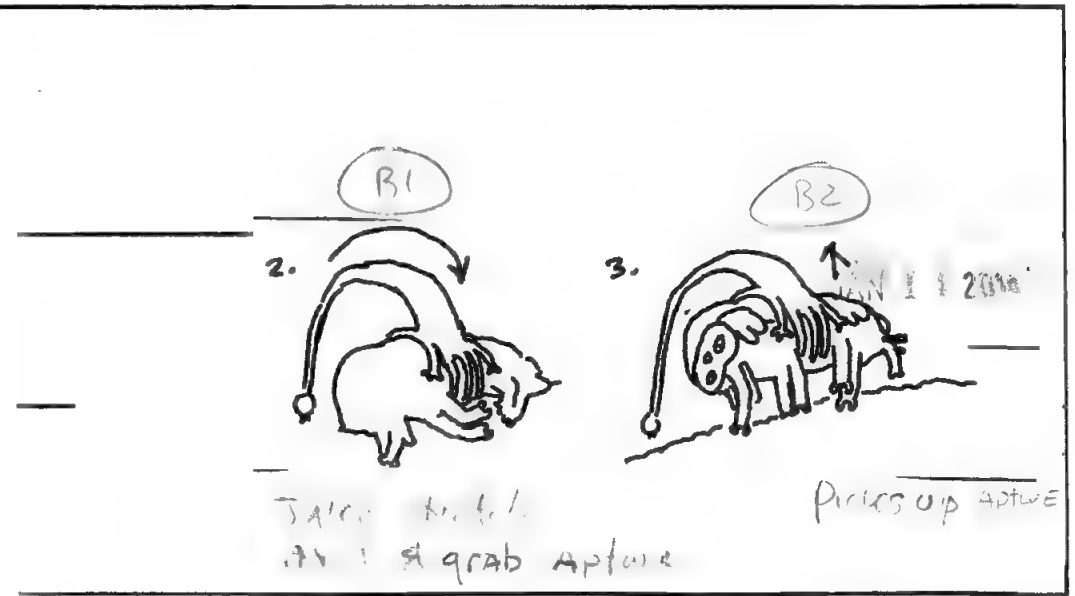
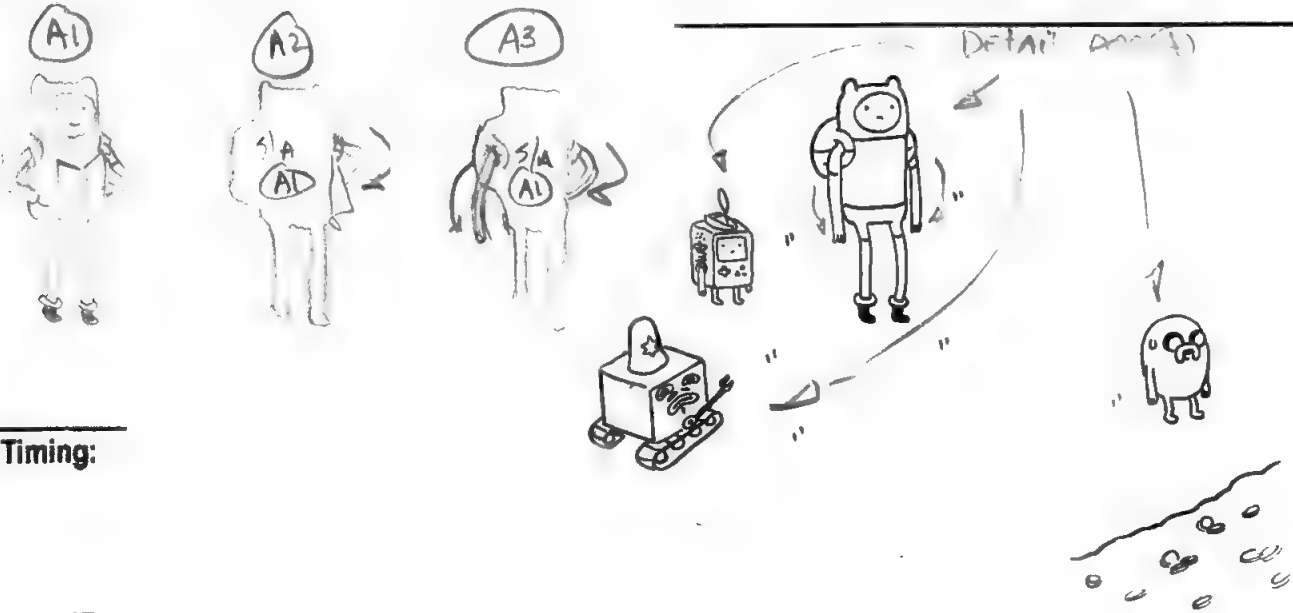
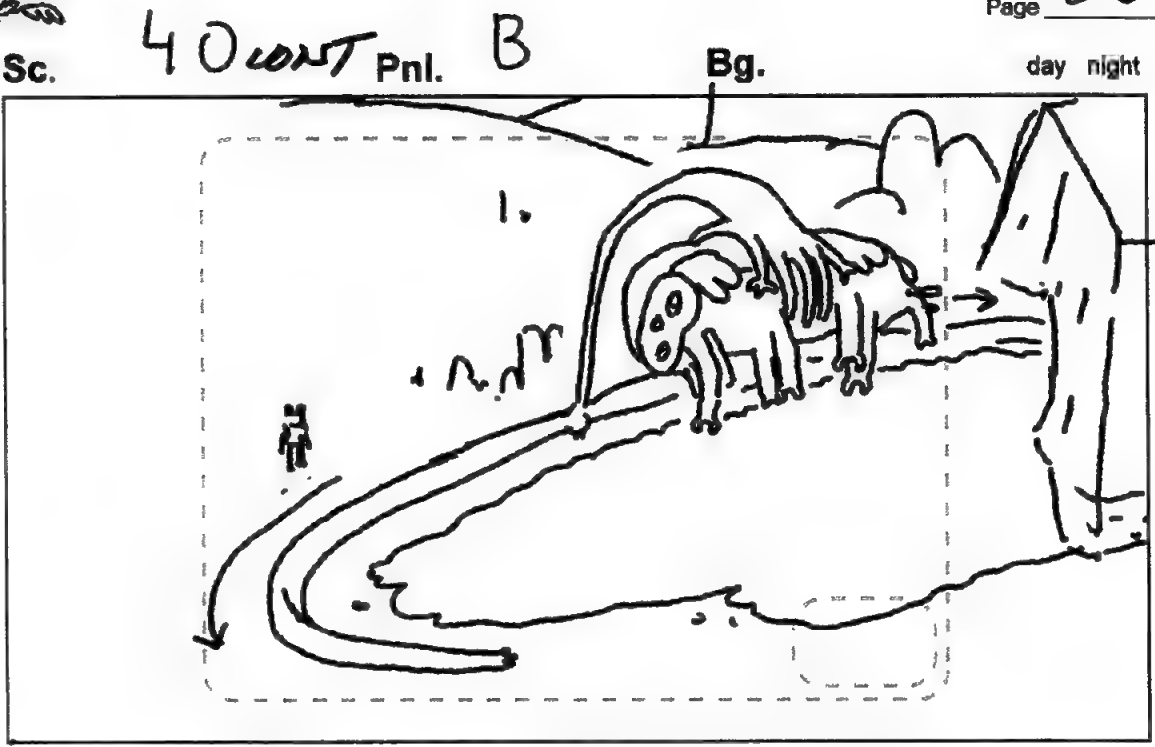
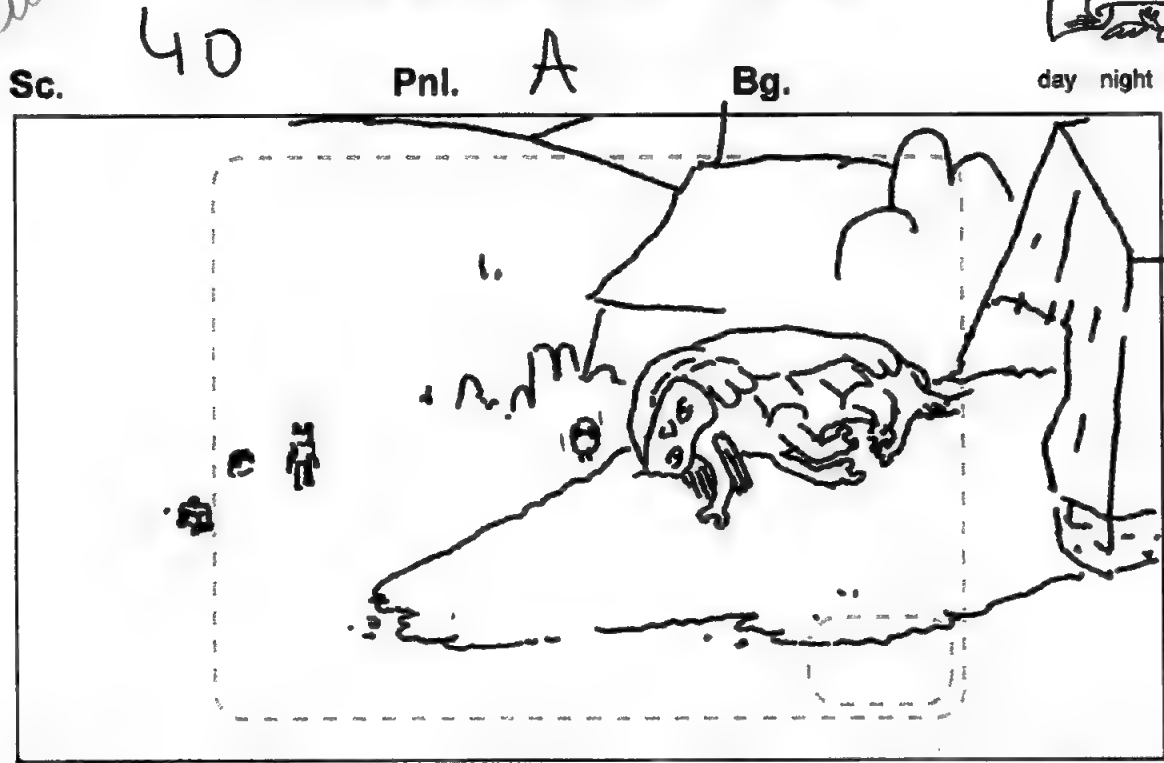
HW
cut

1025/171

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ADVENTURE TIME



Timing:

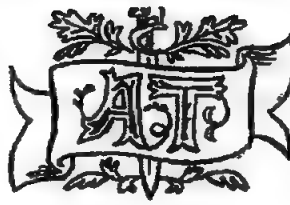
1025 - 171

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Production :

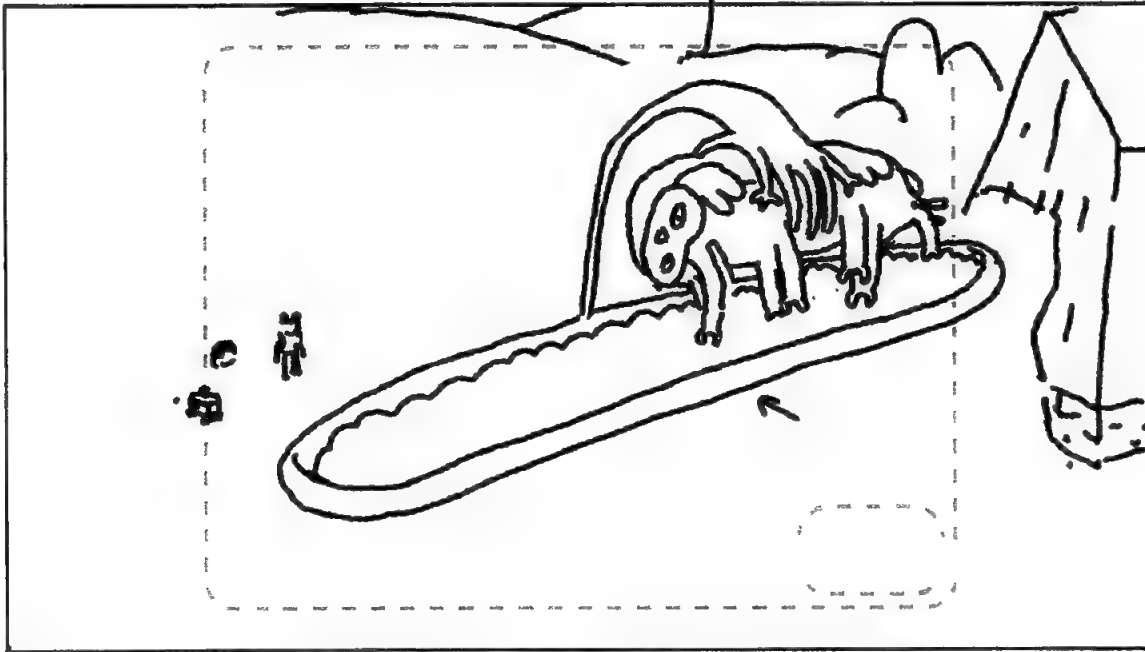
1025/171

ADVENTURE TIME

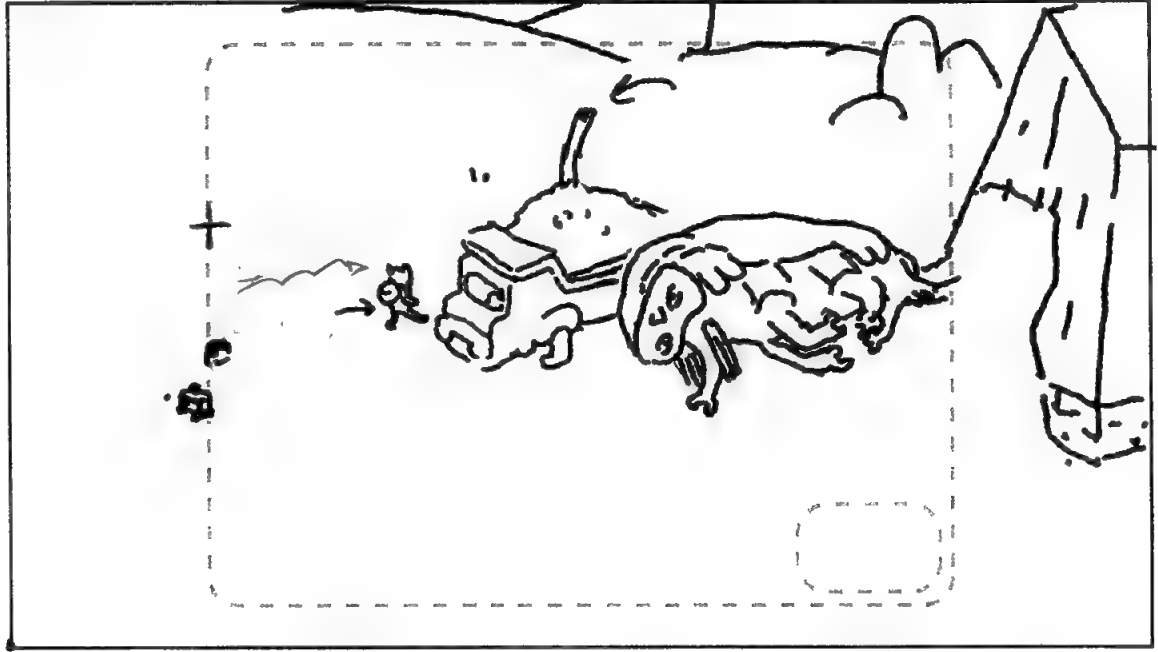


Page 37

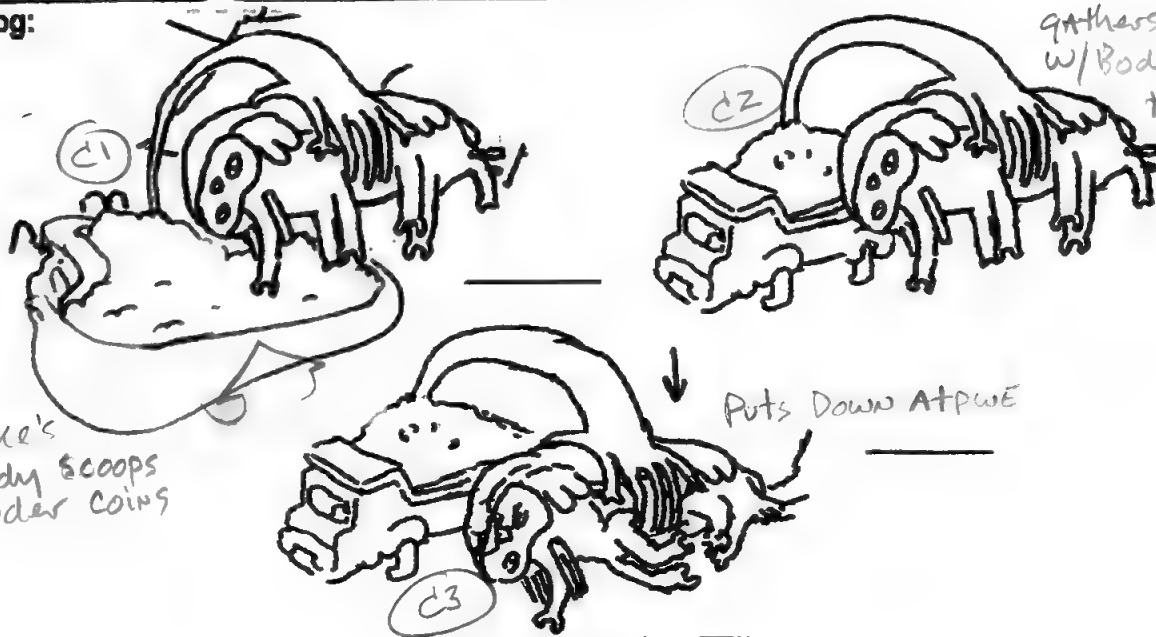
Sc. 40 cont Pnl. C Bg. day night



Sc. 40 cont Pnl. D Bg. day night



Dialog:



gathers up coins
w/ Body morph into
truck.

Puts Down ATPWE

FIN WALKS TOWD Jake/Truck

JAN 14 2014

FINN GETS INTO TRUCK.



FINN OPENS DOOR

closes door

1025 - 171

EPISODE # 1025/171

Production :

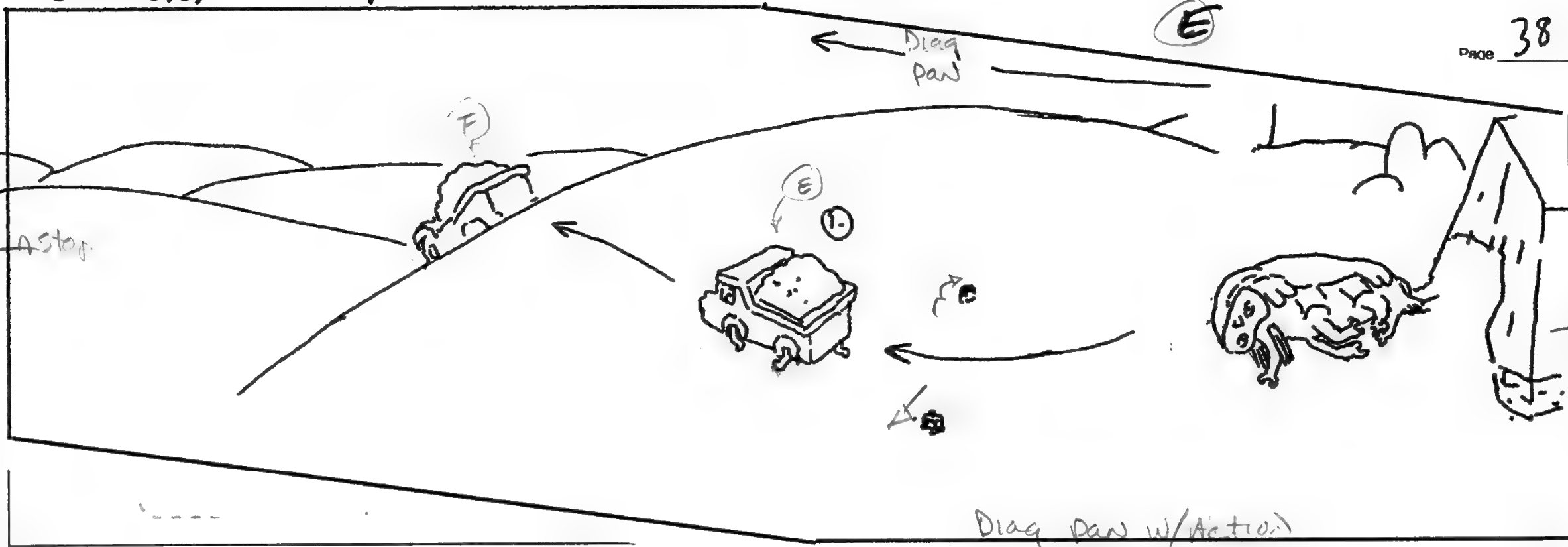
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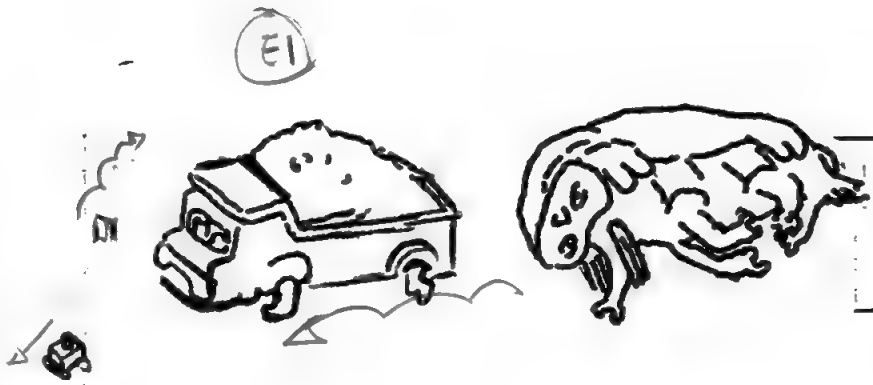
1025/171

SL 40 CONT

F



Dialog:	APTWE : I CONTINUE TO CHILL ...
Action: Timing:	Bao & Neptar move apart As Jale/truck moves past

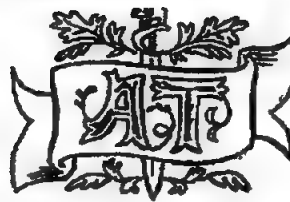


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EPISODE #
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Production :

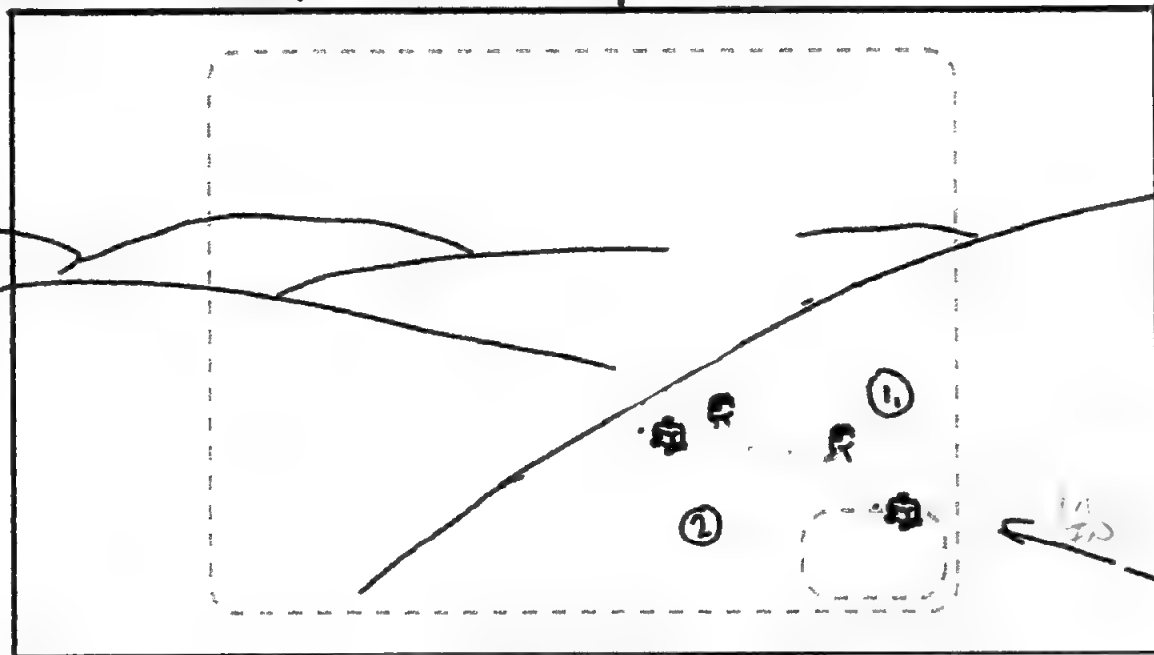
1025/171

ADVENTURE TIME

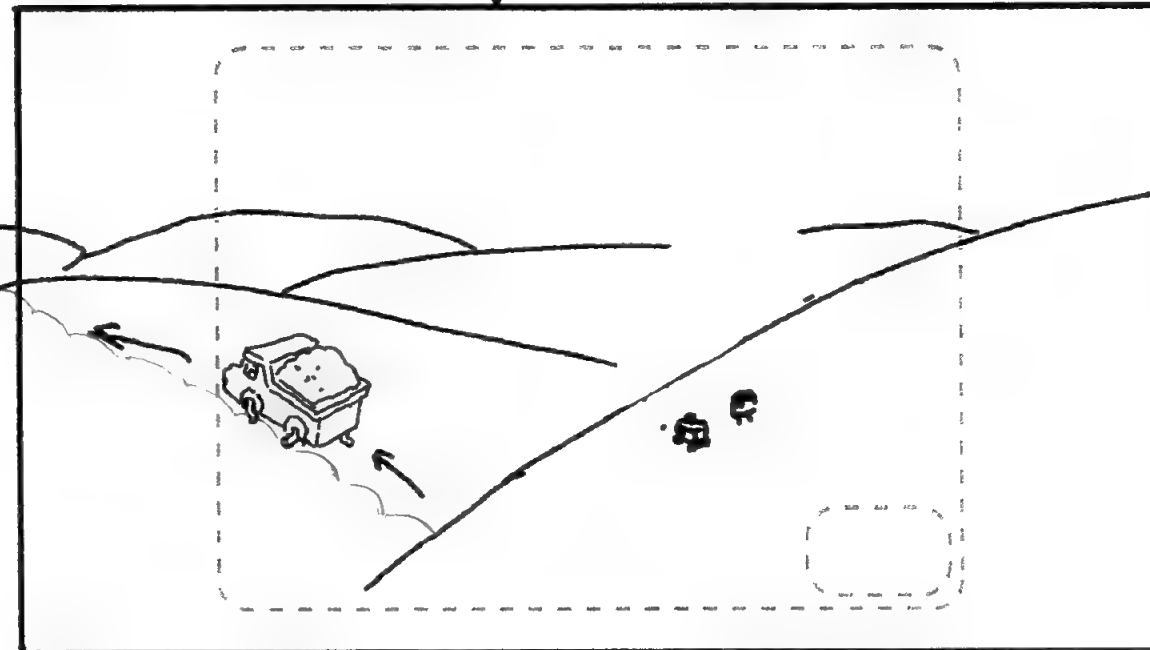


Page 39

Sc. 40 cont Pnl. G Bg. day night



Sc. 40 cont Pnl. H Bg. day night



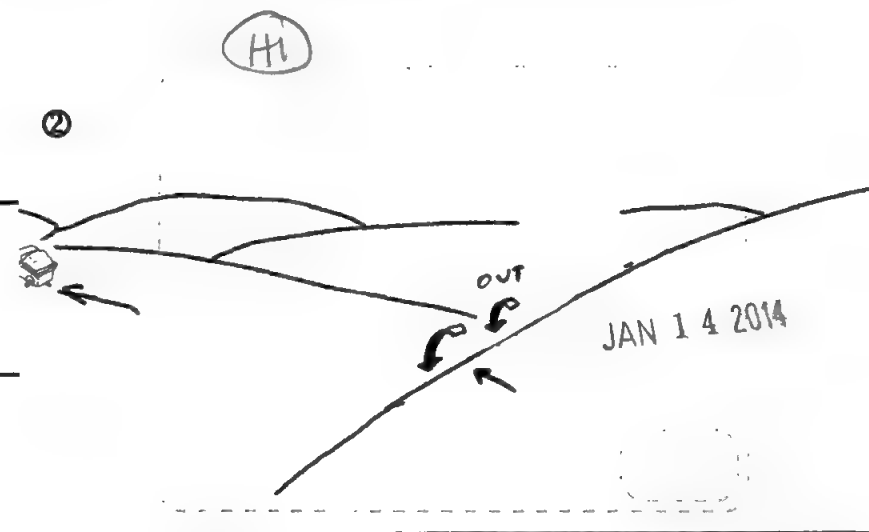
Dialog:

BMO: Come on Nottingham

Action:

BMO AND NEPTUNE chase after s. TRUCK.

Timing:



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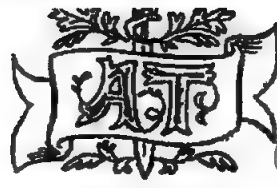
EPISODE #

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Production :

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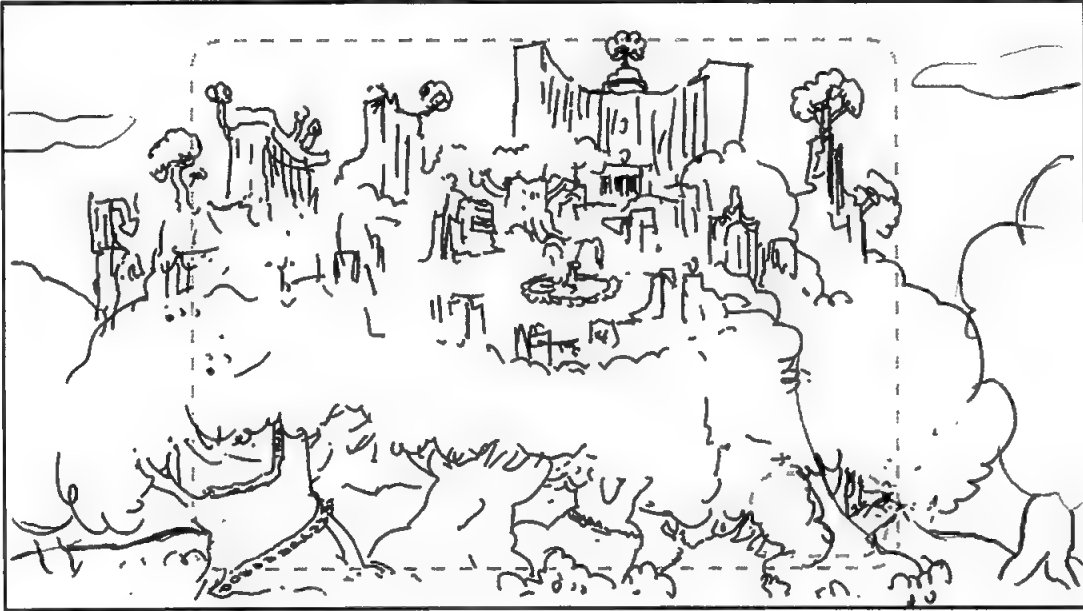
ADVENTURE TIME



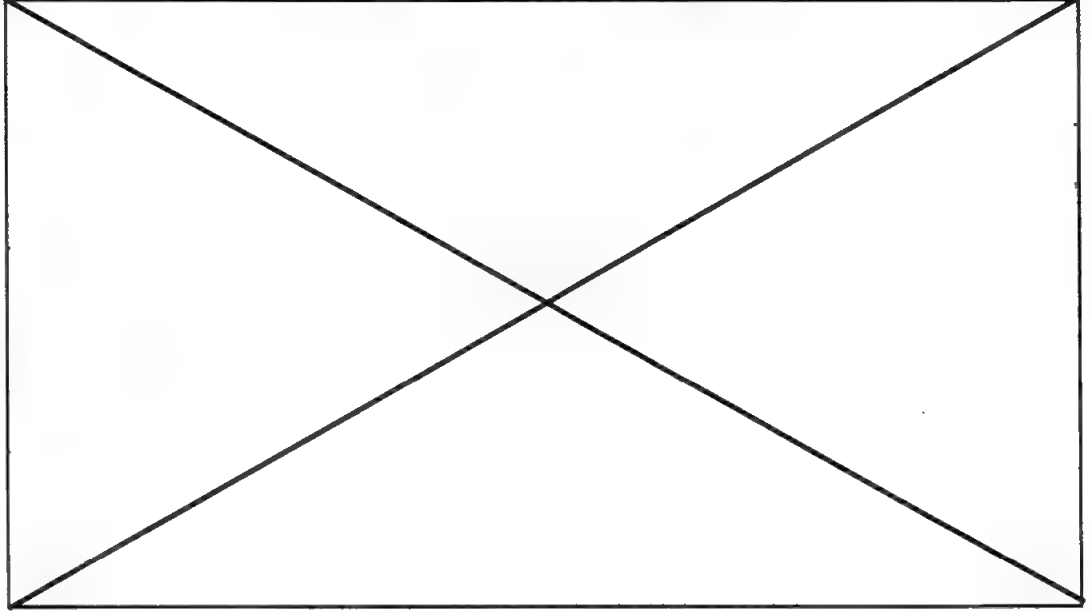
No Sc. 42

Page 40

Sc. 41 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

(WILD BERRY KINGDOM)

Timing:

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Production :

1025/171

1025/171

Cut

ADVENTURE TIME



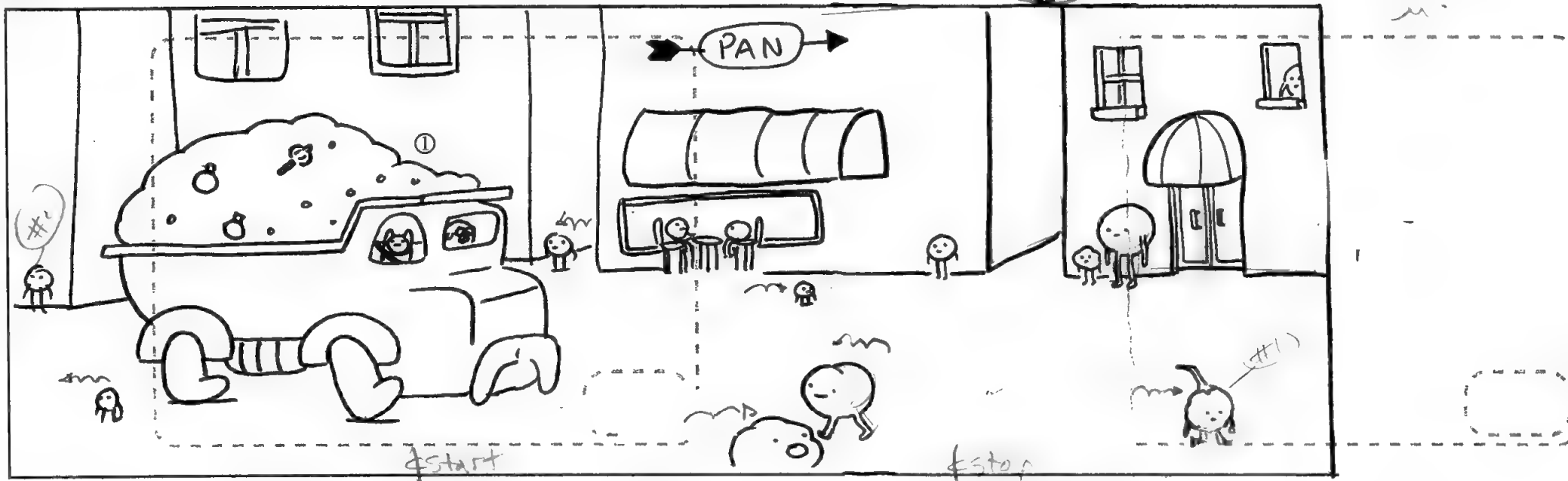
Page 41

Sc. 43

Pnl. A

Bg.

day night



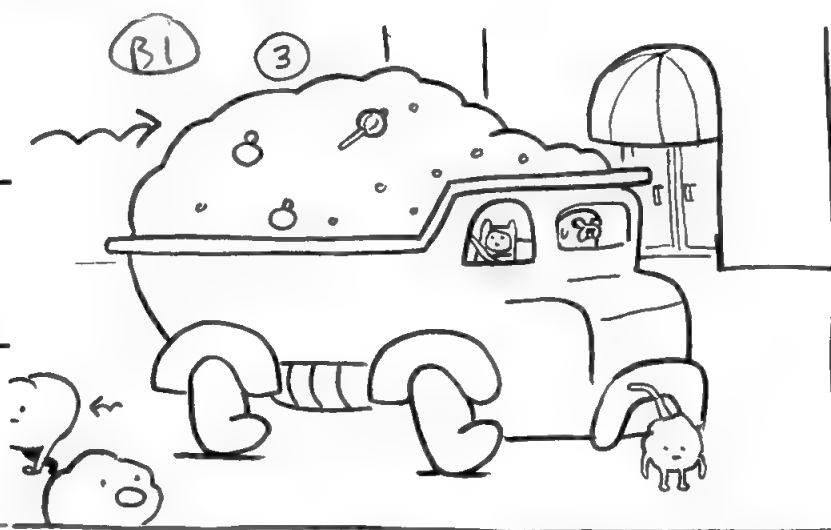
Dialog:



Action:

A1 B6 pans as (F+J) walk through city

Timing:



JAN 14 2014

Production :

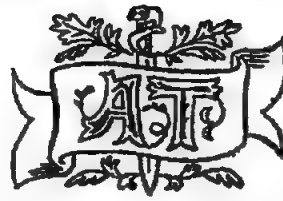
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ADVENTURE TIME



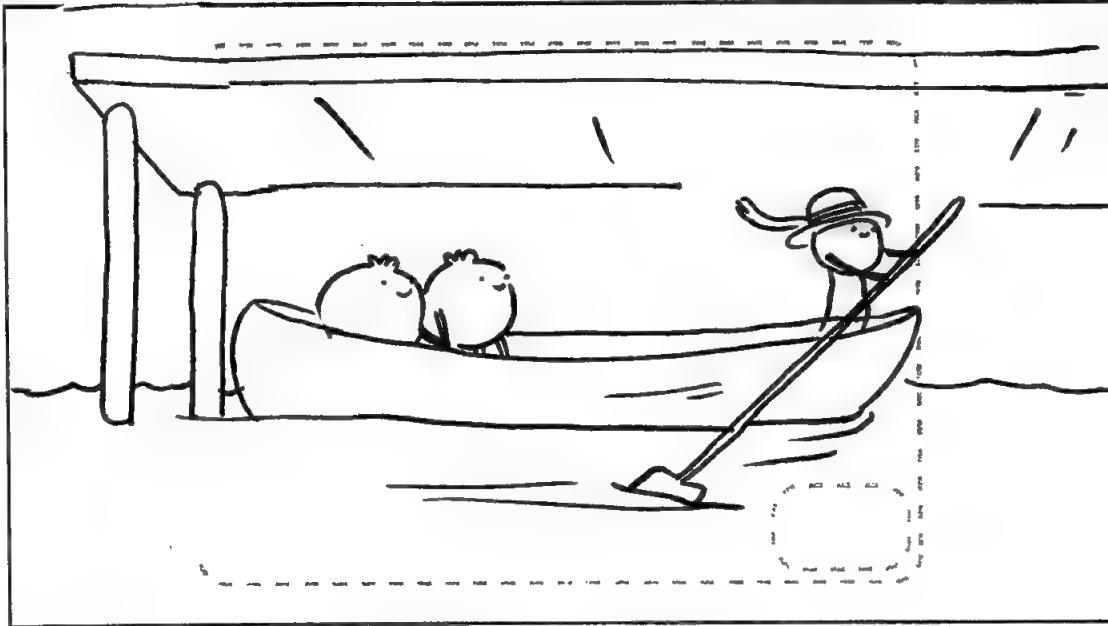
Page 42

Sc. 44

Pnl. A

Bg.

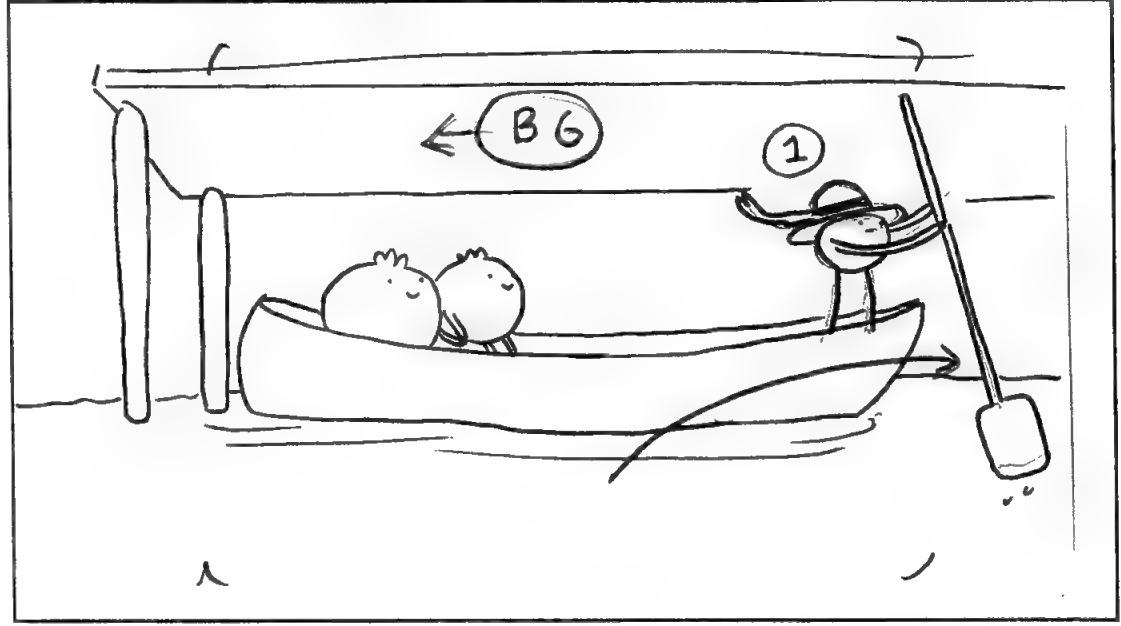
day night



Sc. 44 CONT Pnl. B

Bg.

day night



Dialog:

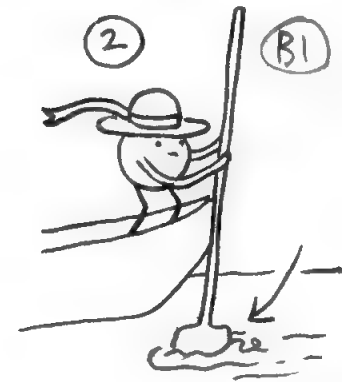
Action:

- JUICE CANAL

Two blue berries in a gondola /
pepper berry rows.

Timing:

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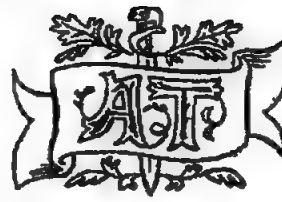
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Cut

ADVENTURE TIME



Page 43

Sc.

45

Pnl.

A

Bg.

day night

Sc.

45 cont

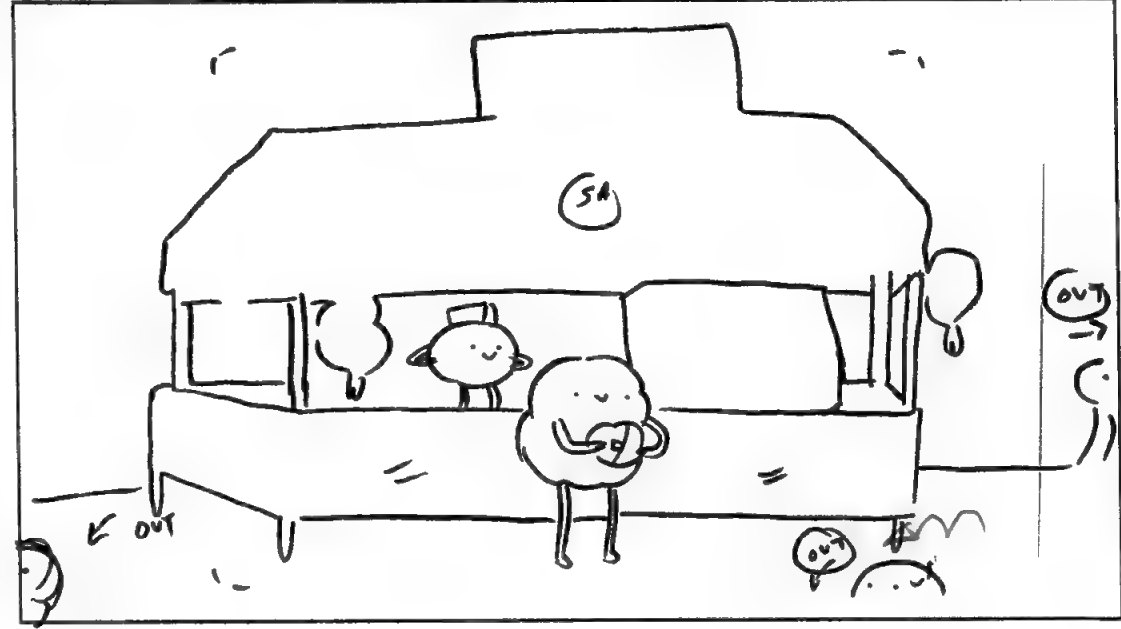
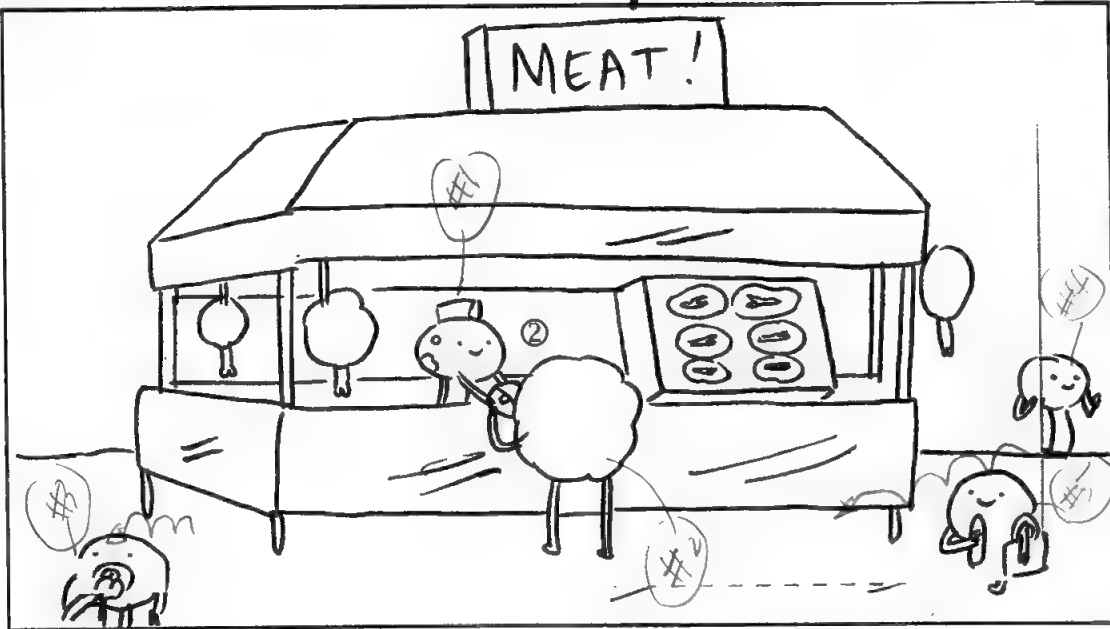
Pnl.

B

Bg.

day night

Cut



Dialog:

JAN 14 2014

Action:

(FARMER'S MARKET)
ALL MEAT

-Rasberry turns around holding
meat in paper

Timing:



Production :

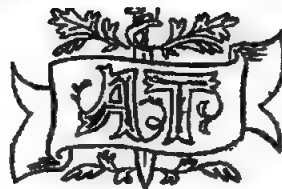
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ADVENTURE TIME



Page 44

Sc. 44

Pnl. A

Bg.

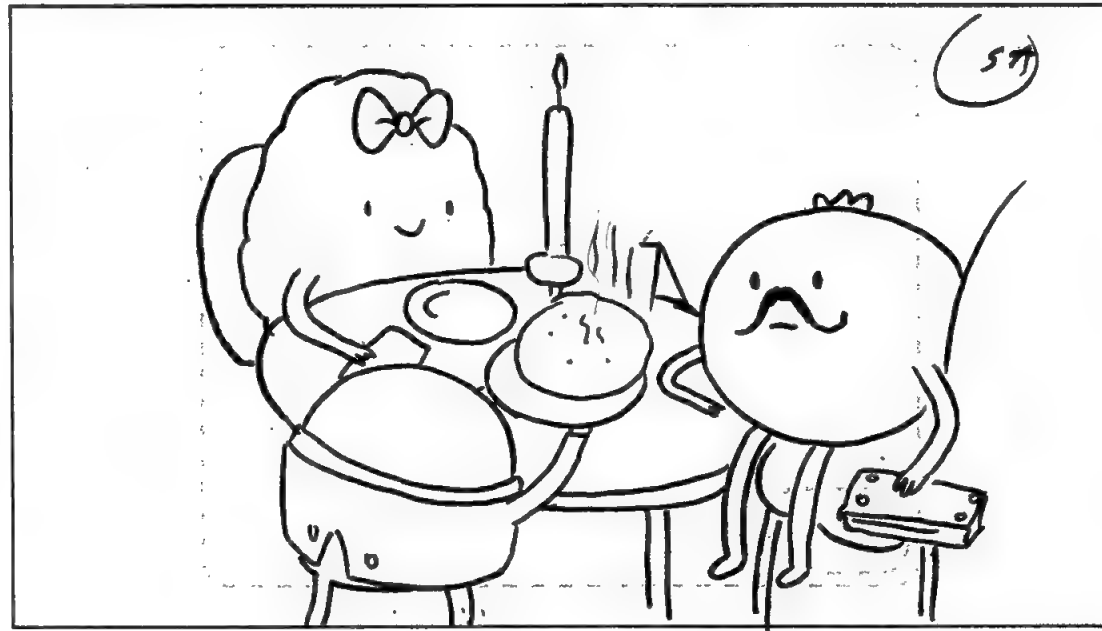
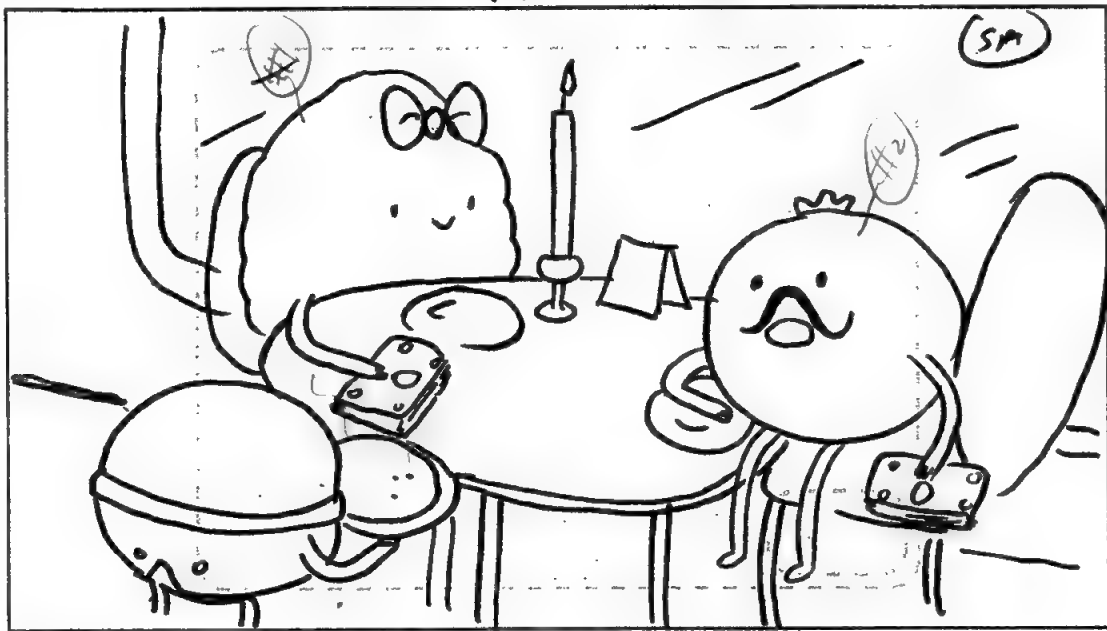
day night

Sc. 44 CONT

Pnl. B

Bg.

day night



Dialog:

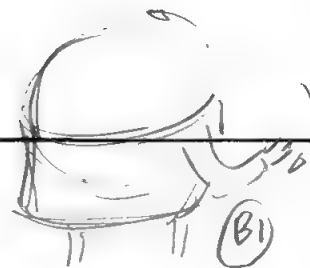
blue berry man - THANK YOU

JAN 14 2014

Action:

SET'S DOWN THE
MCAT

Timing:



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Production :

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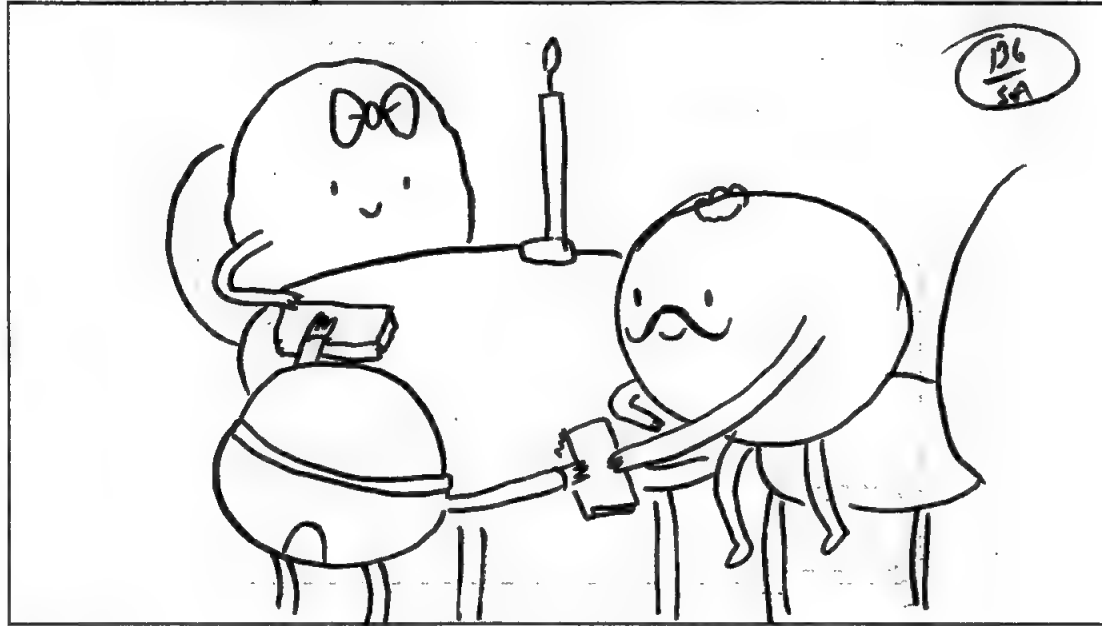
1025/171

ADVENTURE TIME

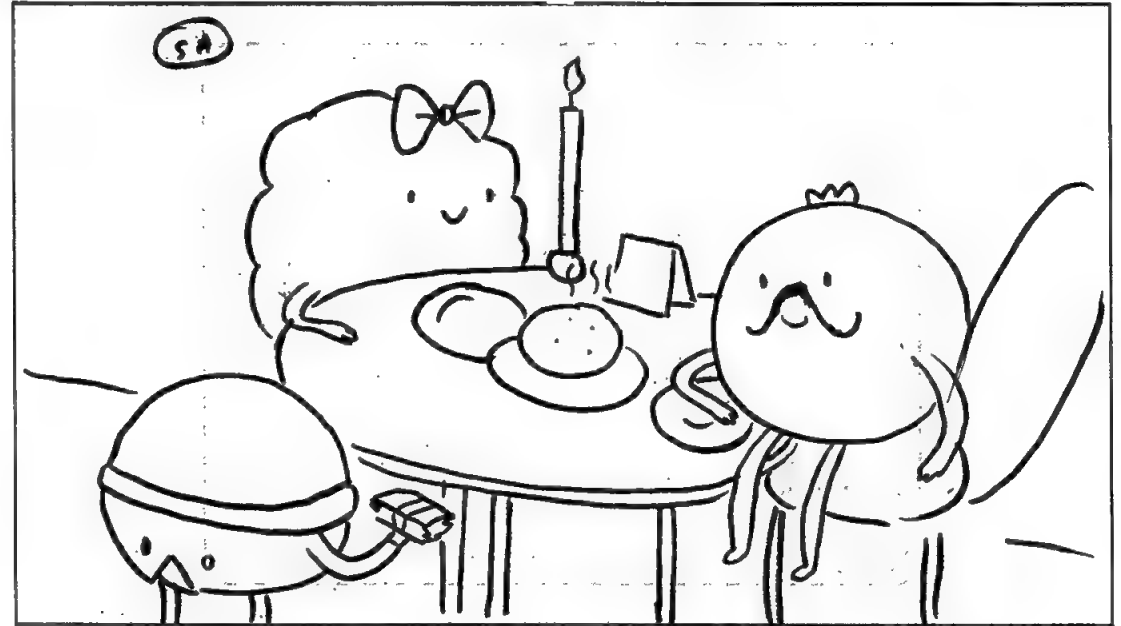


Page 45

Sc. 46 CONT Pnl. C Bg. day night



Sc. 46 CONT Pnl. D Bg. day night



Dialog:

Action:

(hands 'em menu)

Timing:

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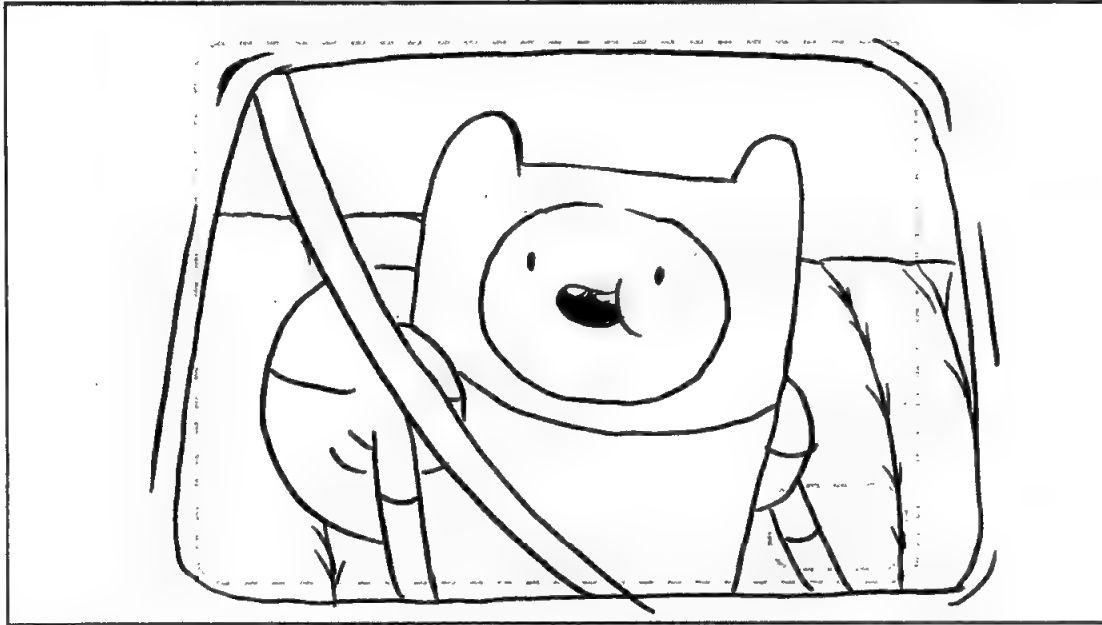
Cut

ADVENTURE TIME

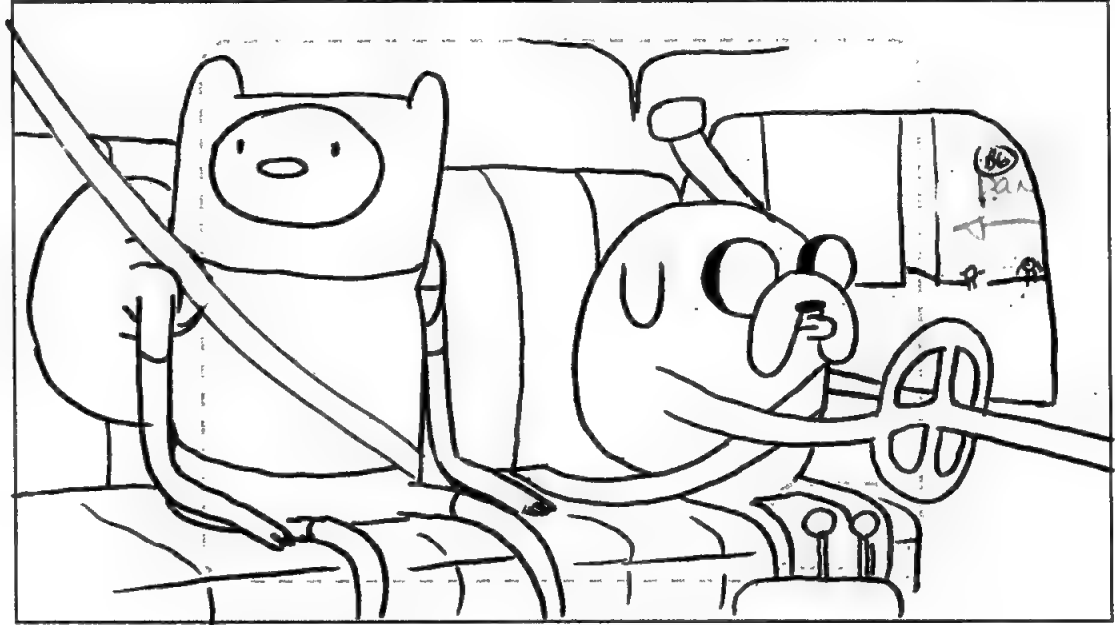


Page 46

Sc. 47 Pnl. A Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:	(F) NICE PLACE!
Action:	(START POSE)
Timing:	

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Production :

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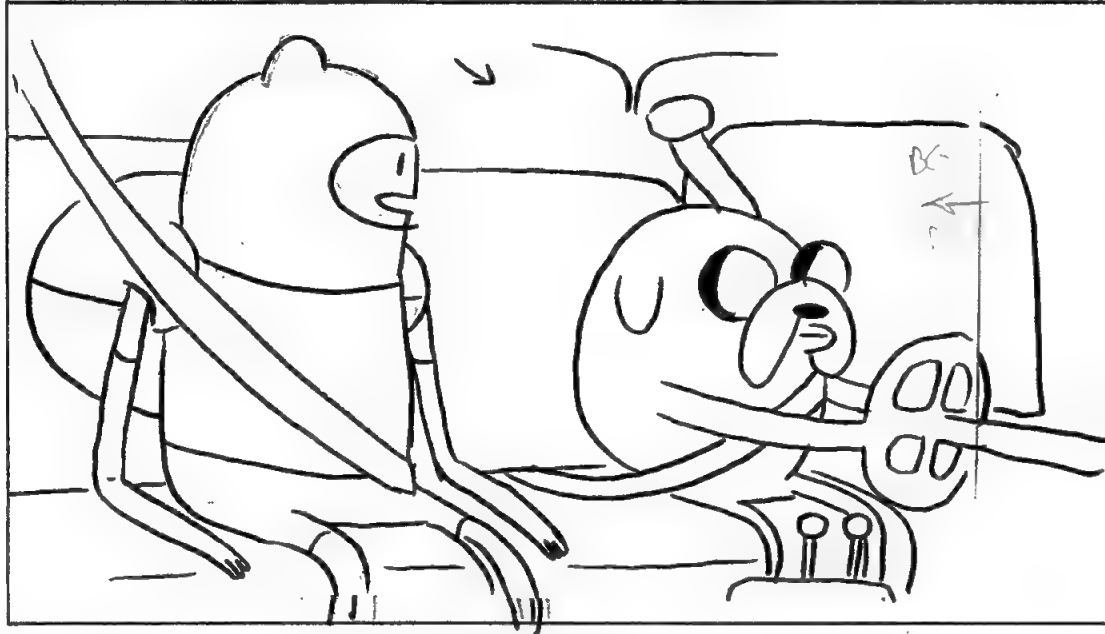
1025/171

ADVENTURE TIME

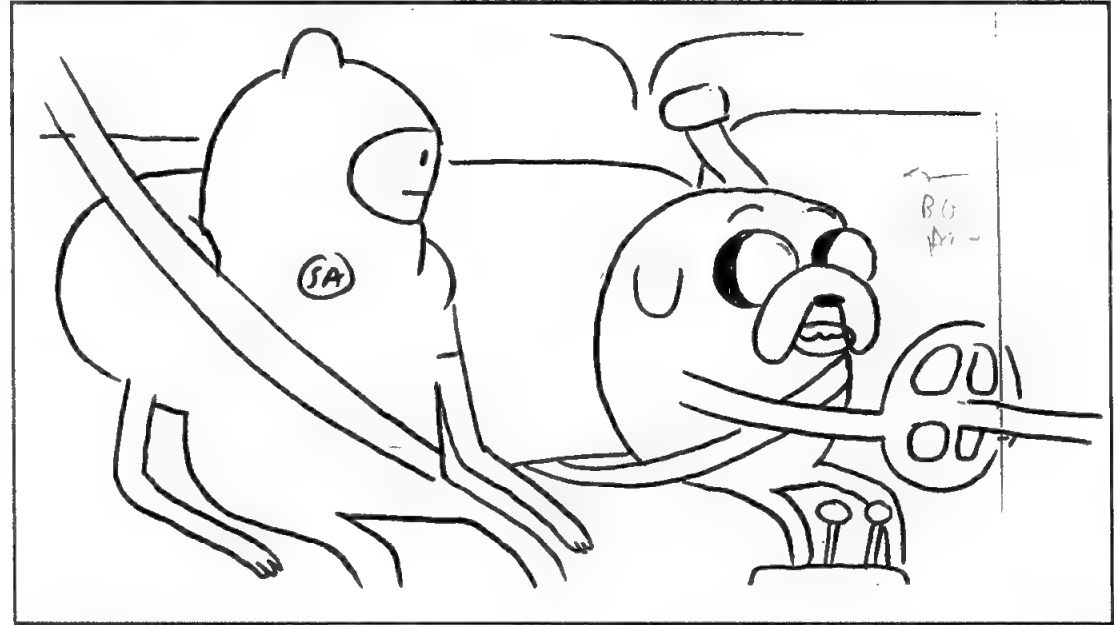


Page 47

Sc. 48 *cont* Pnl. B Bg. day night



Sc. 48 *cont* Pnl. C Bg. day night



Dialog:

(F) SO HOW ARE WE GONNA
SPEND ALL THIS gish?

(J) I DON'T KNOW. I'VE
never really spent money
before.

Action:

JAN 14 2014

Timing:

EPISODE #

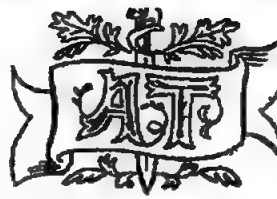
Production :

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ADVENTURE TIME



49
Cut

Page 48

Sc.

48 CONT

Pnl.

1

Bg.

day night

Sc.

49

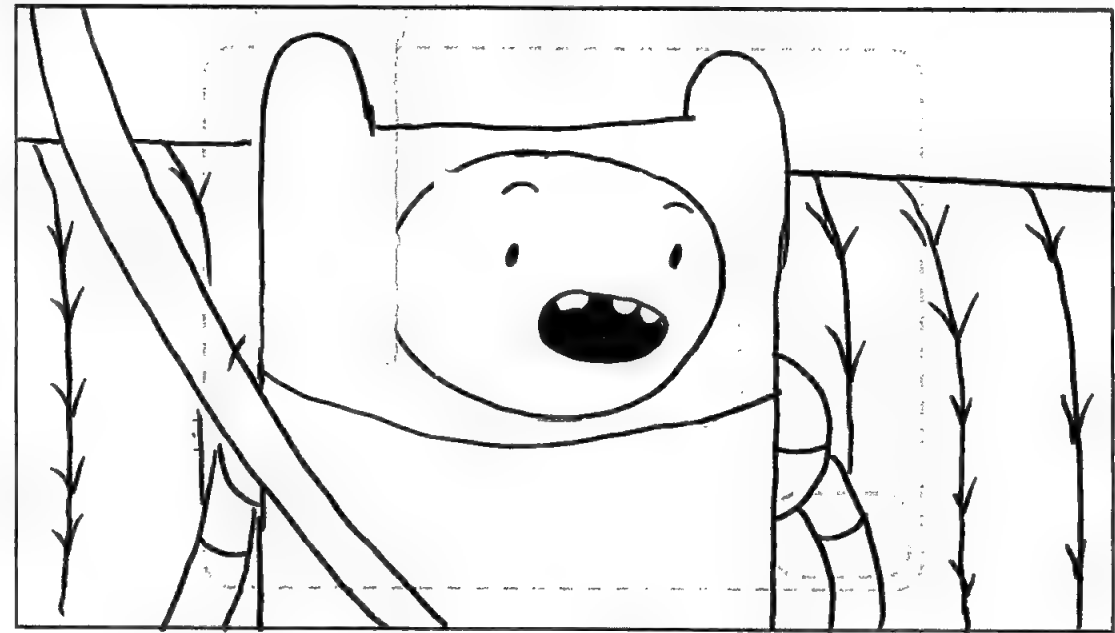
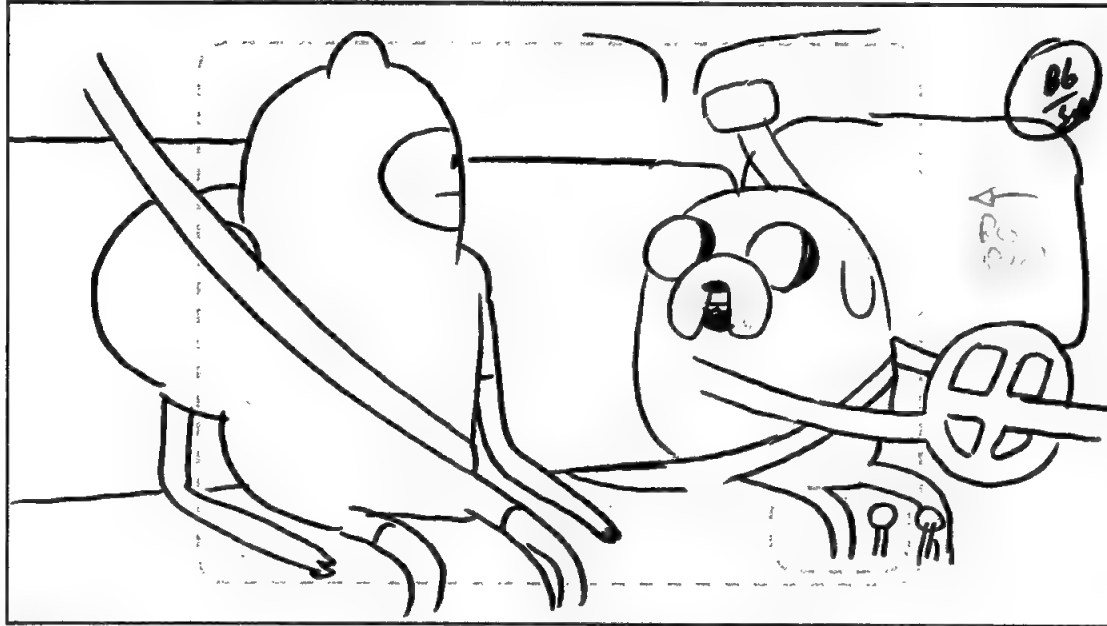
Pnl.

A

Bg.

day night

Cut



Dialog:

J: I've only stolen it, or
HOARDED it.

(F)

HA! (LIKE FINN THINKS
HE'S JOKING)

Action:

Timing:



S.A.

JAN 14 2014

Production :

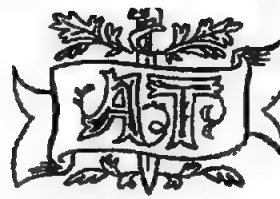
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ADVENTURE TIME



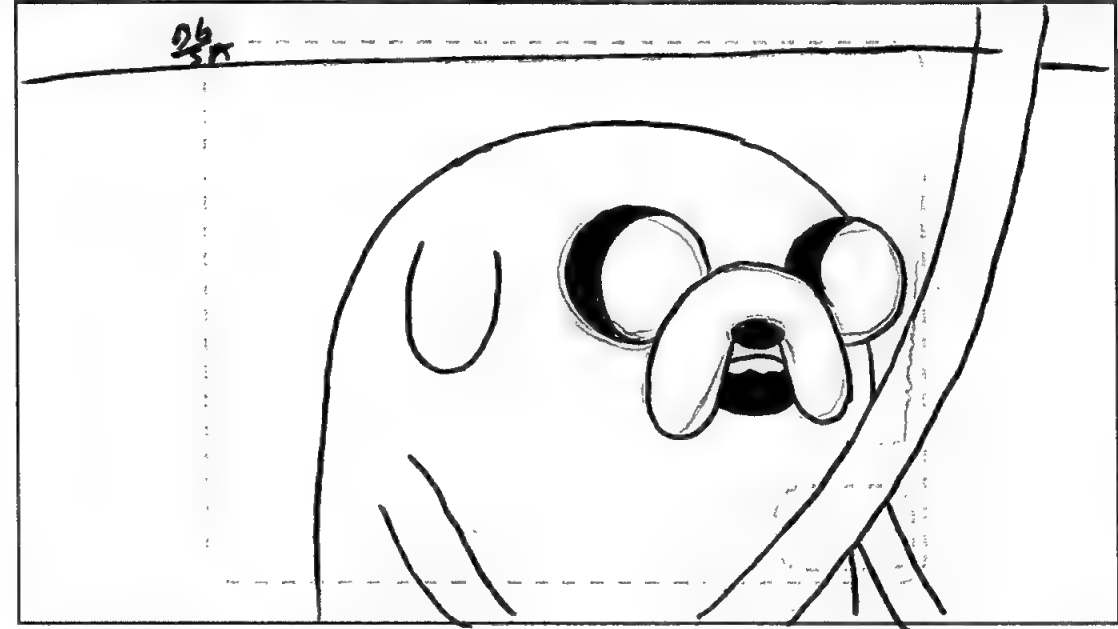
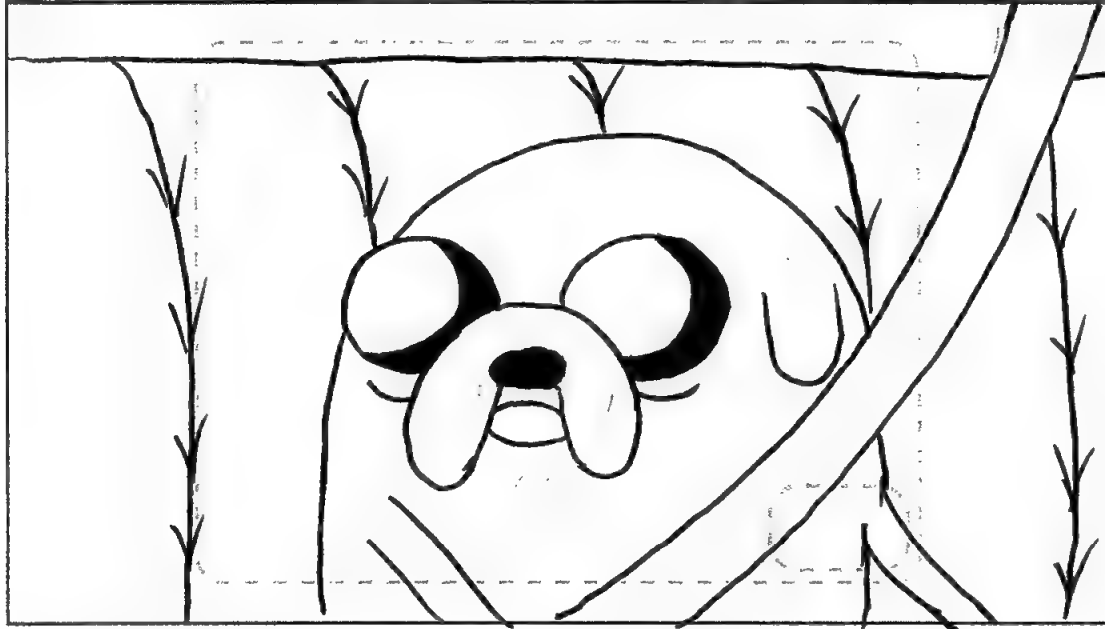
No Sc. 51

Page 49

NO PG 50

Sc. 50 Pnl. A Bg. day night

Sc. 50 CONT Pnl. B Bg. day night



Dialog:

⑤ Heh. (Said weakly,
LIKE HE'S HAUNTED
BY WHAT HE'S DONE)

⑤ (DISMISSIVE) so Here
we are the middle
of town.

Action:

Timing:

JAN 14 2014

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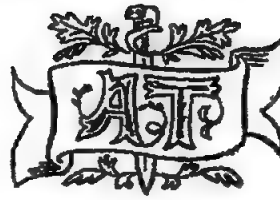
Production :

1025/171

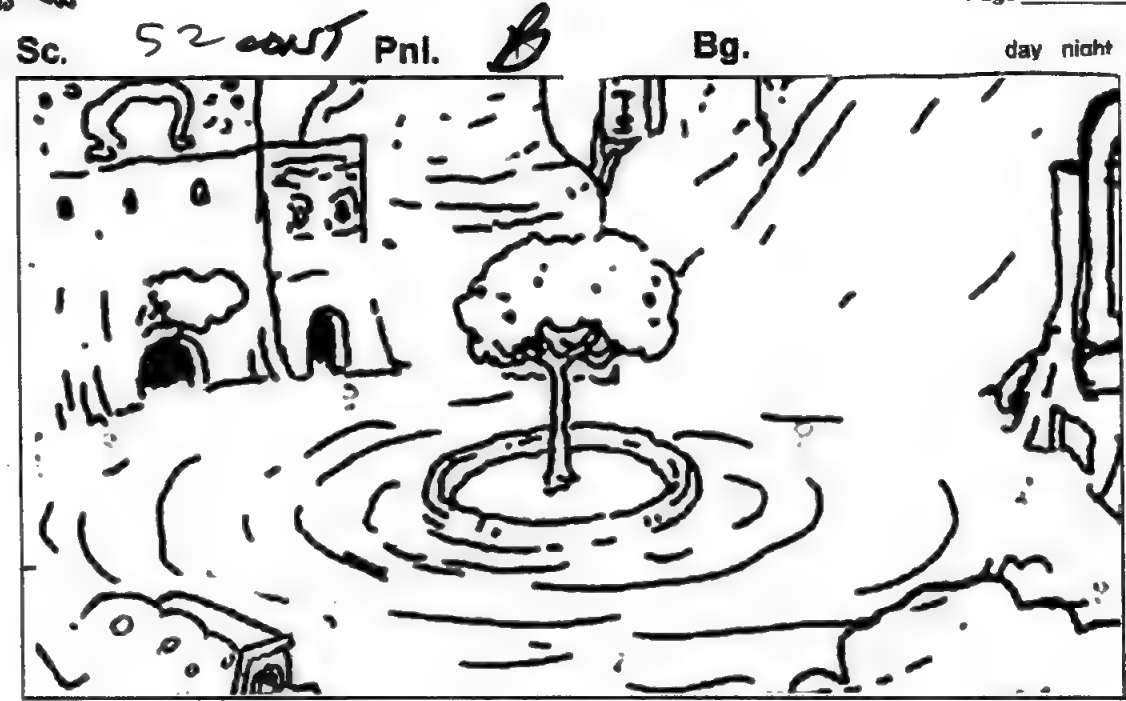
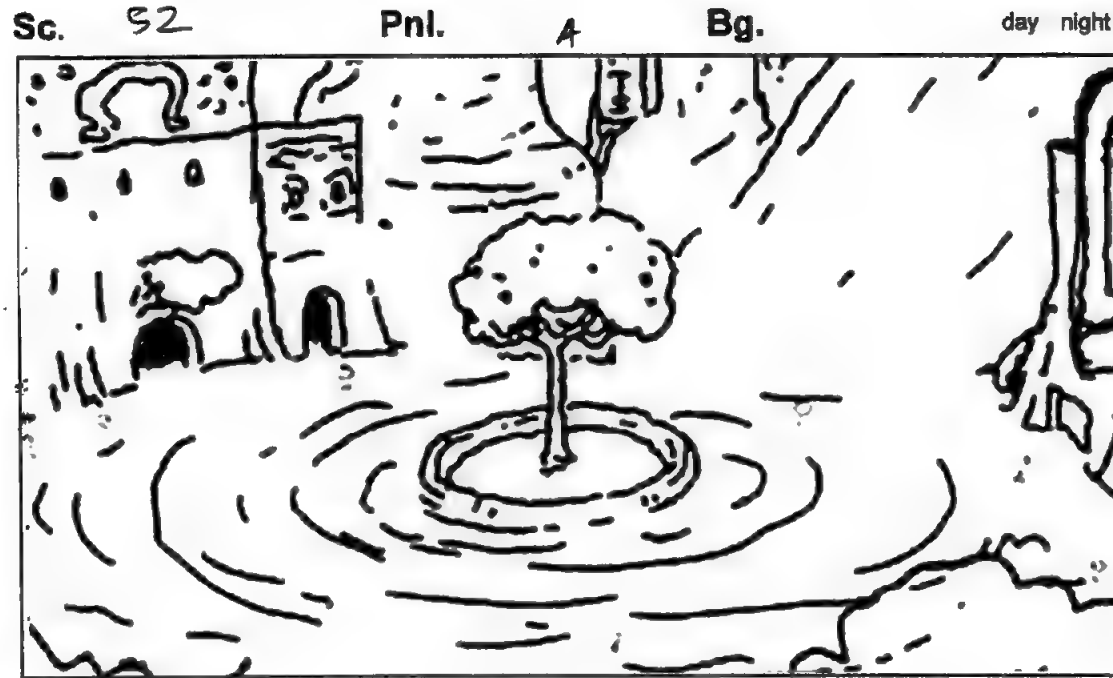
1025/171

Cut

ADVENTURE TIME



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Dialog:

BERRY LADS

Action:

CITIZENS WALKING

walks past fountain

JAN 14 2014

Timing:

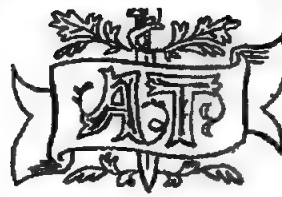
EPISODE # 1025-171

Production :

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1025/171

ADVENTURE TIME



Page 52
22A NEXT
day night

Sc. 52 CONT Pnl. C Bg. day night



Sc. 52 CONT Pnl. D Bg. day night



Dialog:

Action:

(REVERSES IN)

(DUMPS IN TREASURE)

Timing:

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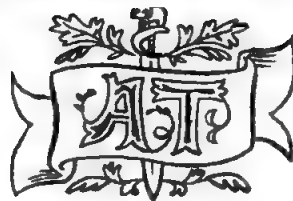
Production :

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ADVENTURE TIME



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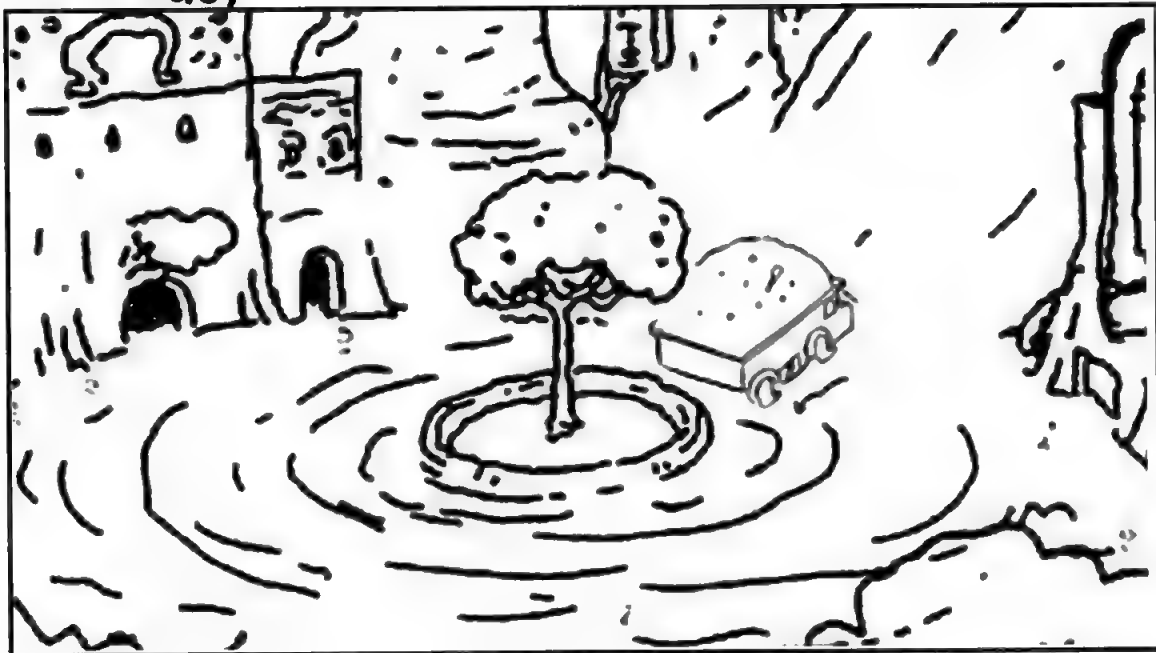
~~52~~ **BWEXT**
day night

Sc. 52 *cont*

Pnl. E

Bg.

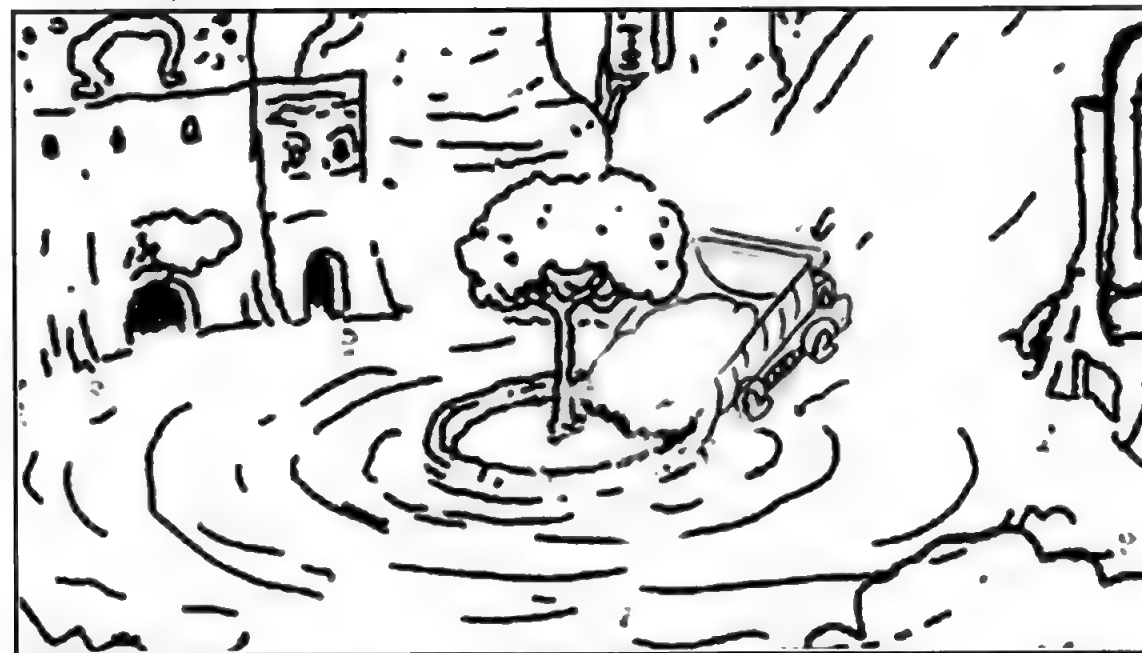
day night



Sc. 52 *cont*

Pnl. F

Bg.



Dialog:

Action:

JAN 14 2014

Timing:

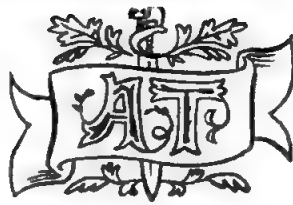
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1025/171

Production:

1025/171

ADVENTURE TIME



Page 52B

53 NEXT Hu
day night *cat*

Sc. 52 *cont*

Pnl. G

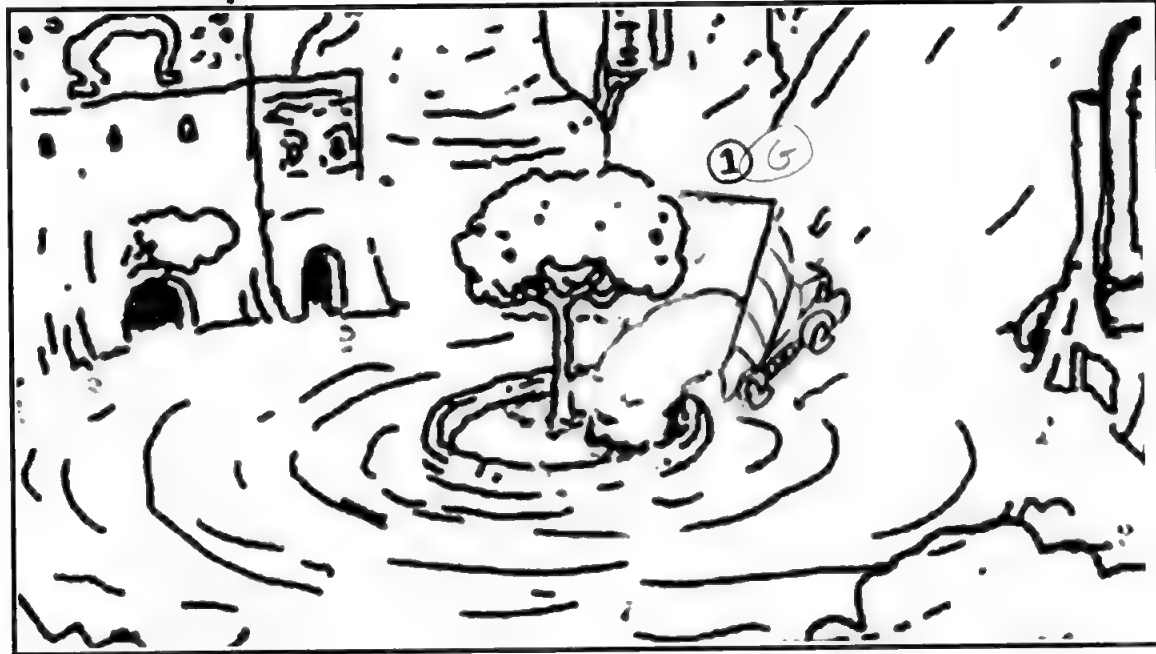
Bg.

day night

Sc. 52 *cont*

Pnl. H

Bg.



Dialog:

Action:

Timing:

DETAIL:
FINN CLIMBS
OUT WINDOW



- FINN JUMPS OUT
- JAKE TRANSFORMS &
TURNS AROUND



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Production:

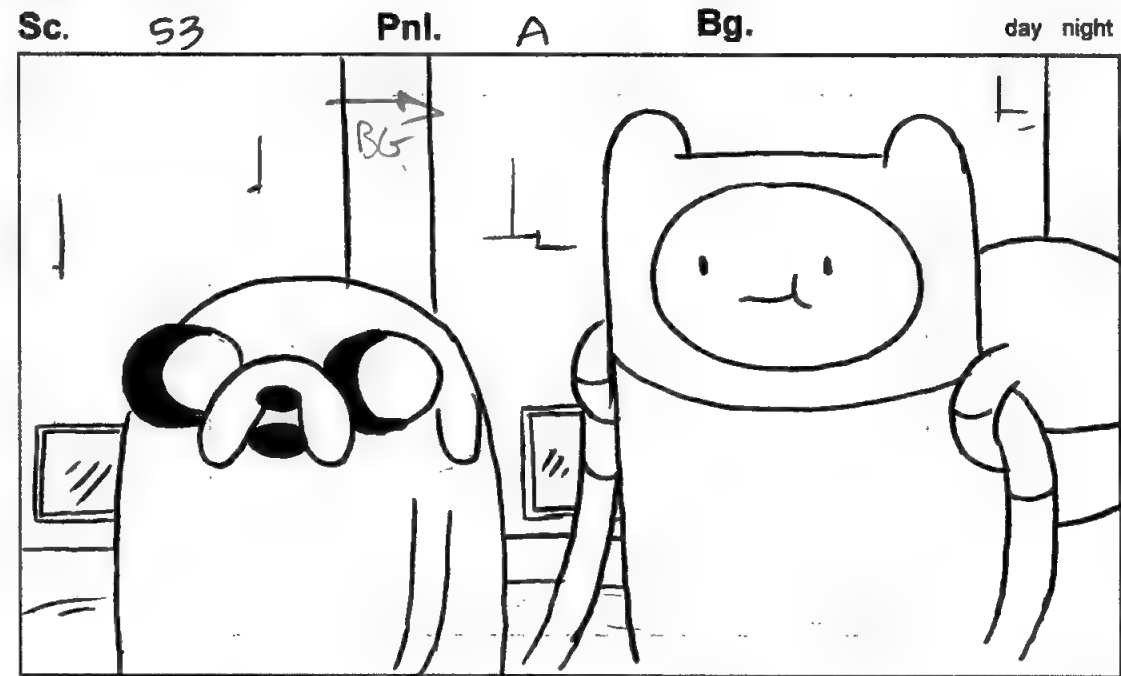
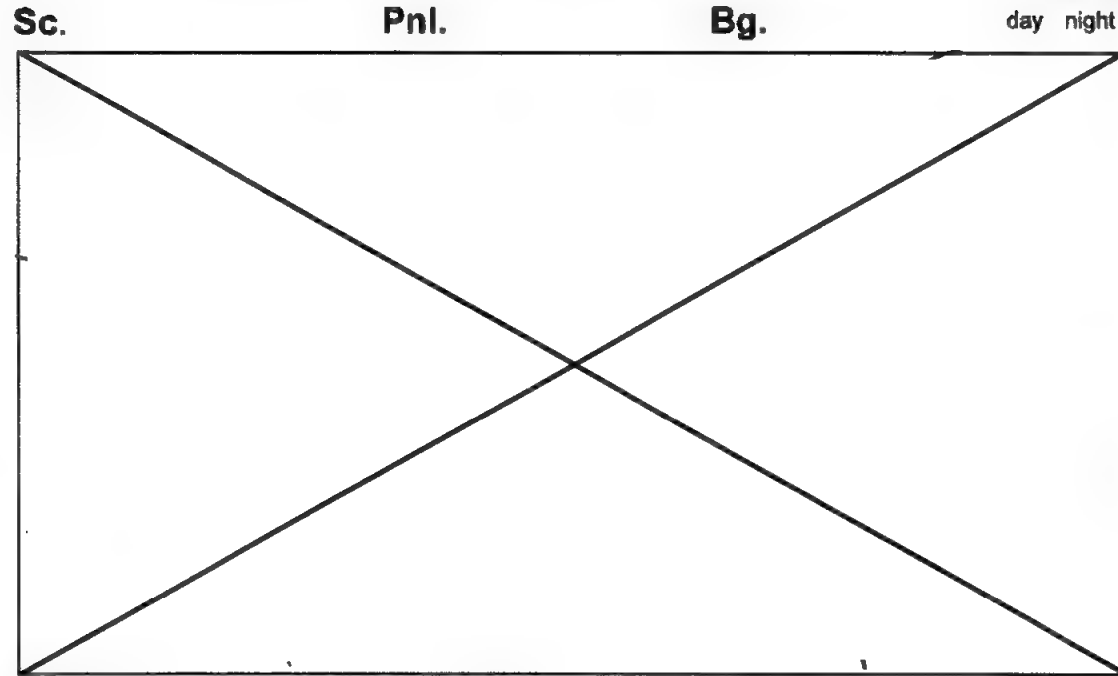
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ADVENTURE TIME



Page 53

HVCut



Dialog:

⑤ Let's parse out some
dough to
spend.

Action:

JAN 14 2014

Timing:

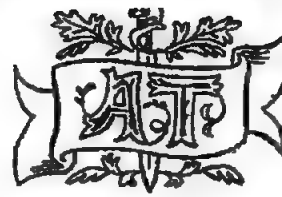
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Production :

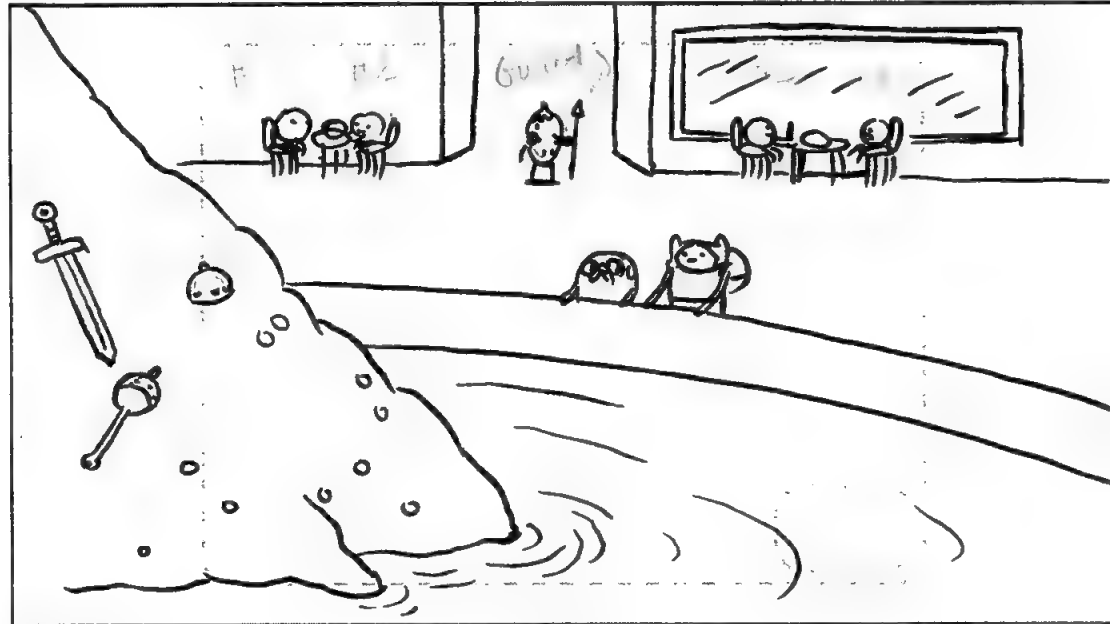
1025/171

ADVENTURE TIME

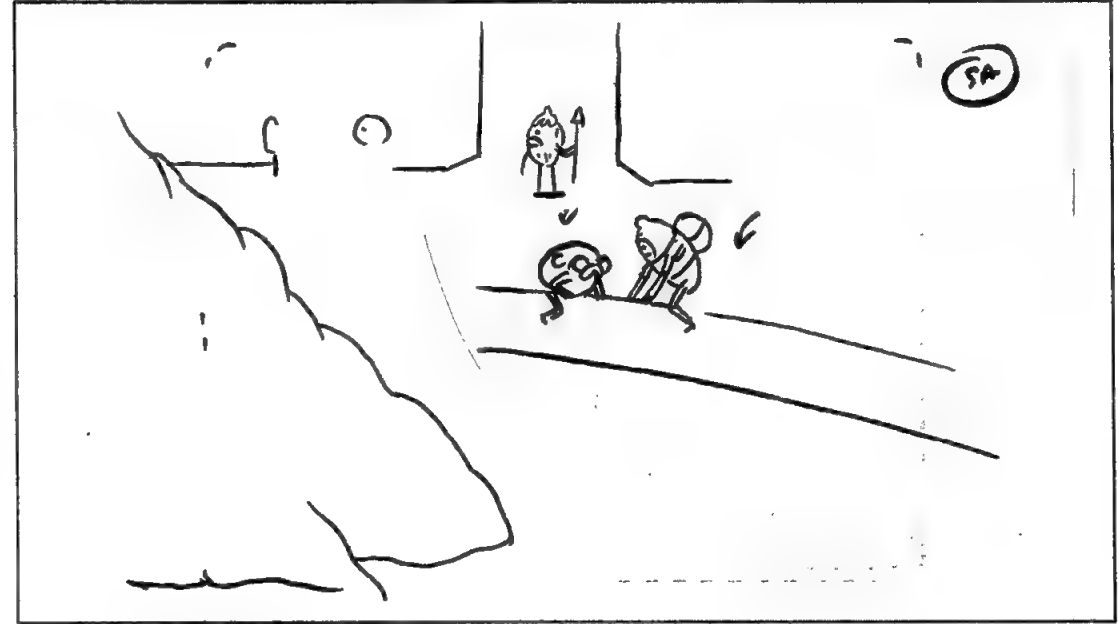


Page 54

Sc. 54 Pnl. A Bg. day night



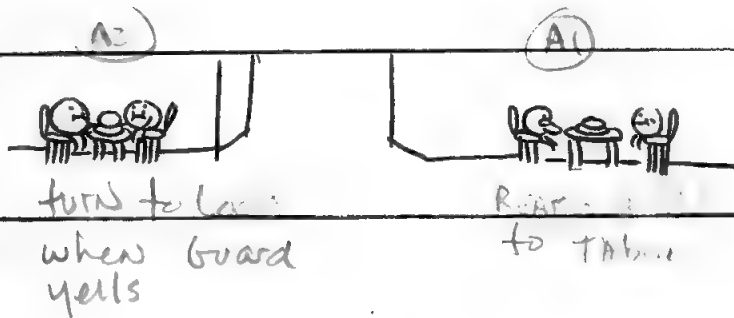
Sc. 54 CONT Pnl. B Bg. day night



Dialog:

Action:

Timing:



(THEY HOP OVER FOUNTAIN)

JAN 14 2014

Production :

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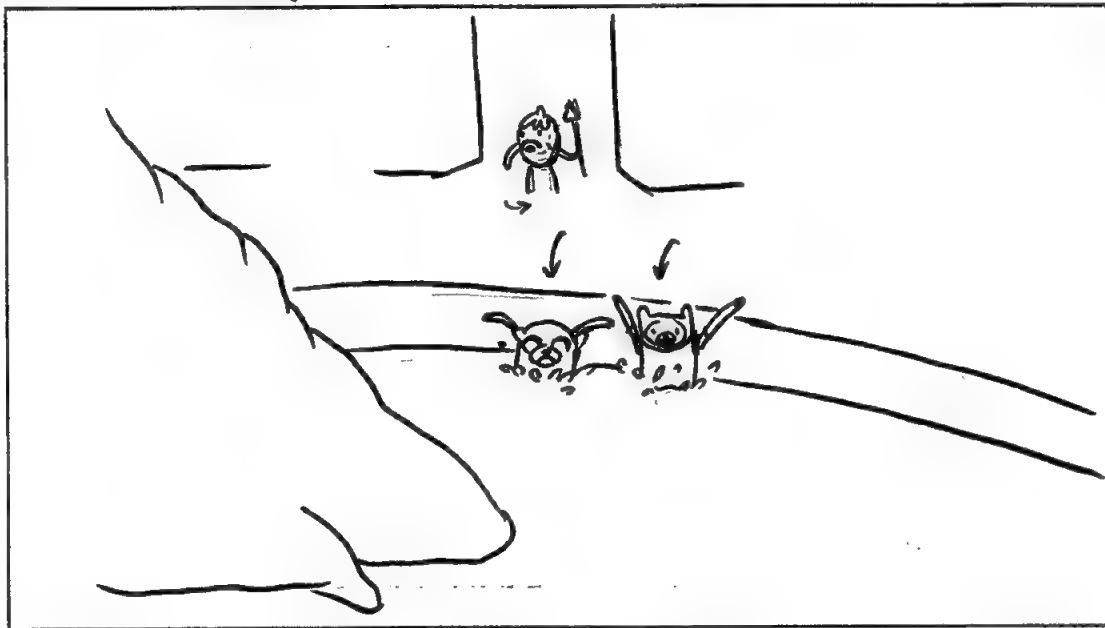
1025/171

ADVENTURE TIME

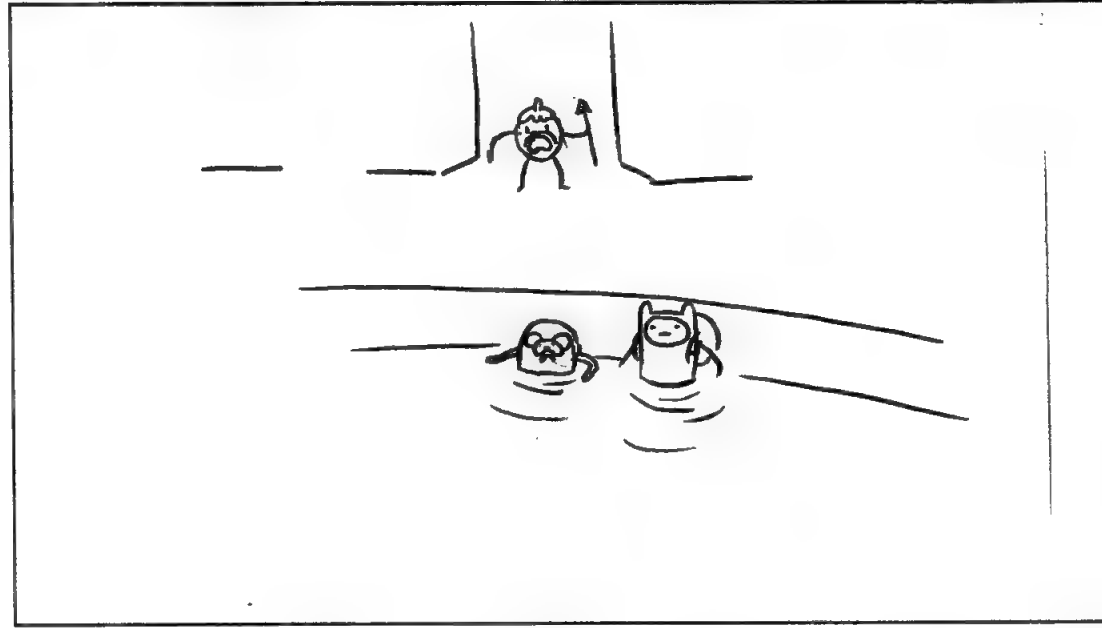


Page 55

Sc. 54 *cont* Pnl. C Bg. day night



Sc. 54 *cont* Pnl. D Bg. day night



Dialog:

sfx: splash

(Bg)

HEY! what are you doing!

Action:

Strawberry guard turns and yells

Timing:

JAN 14 2014

1025-171

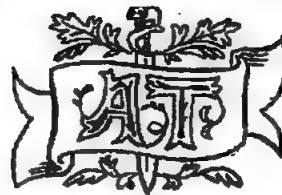
EPISODE #

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Production :

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ADVENTURE TIME

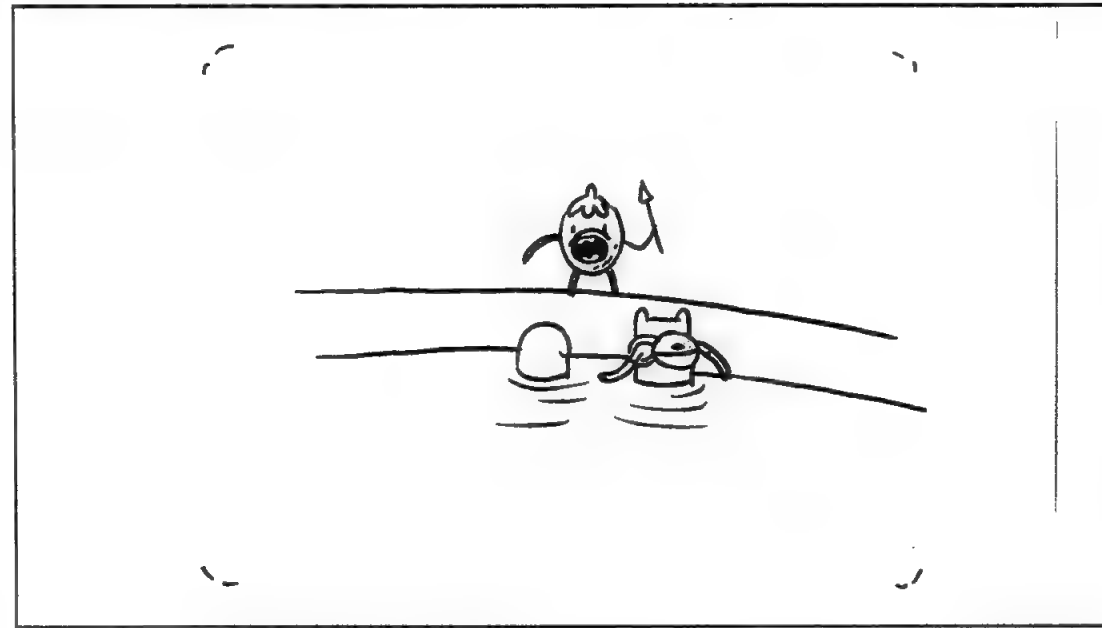
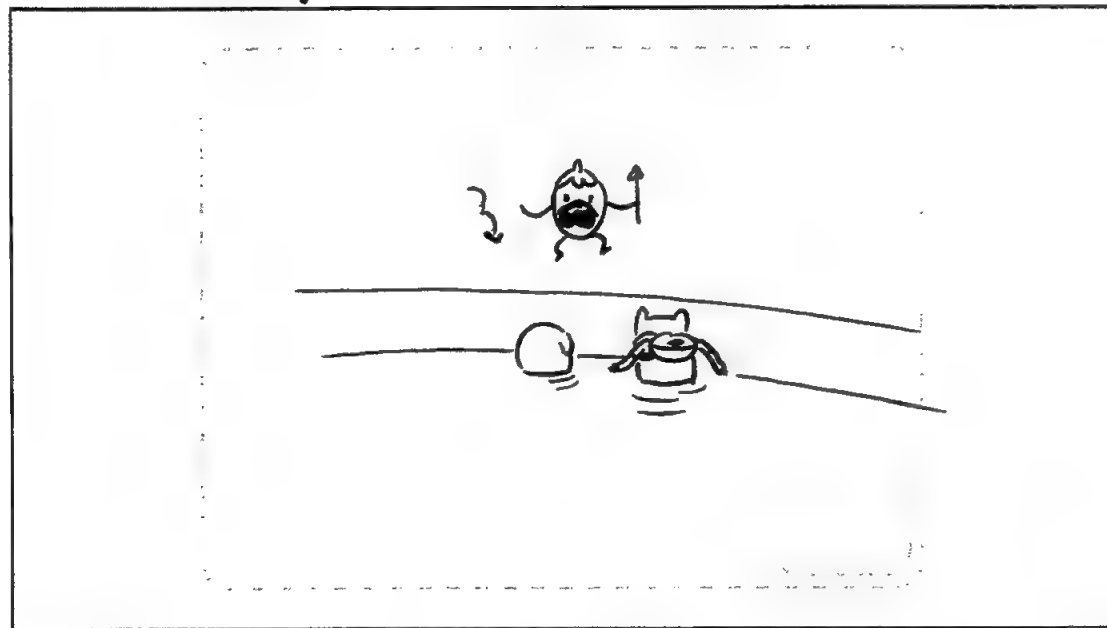


Page 56

Handwritten: Hu
Cut

Sc. 54 *cont* Pnl. E Bg. day night

Sc. 54 *cont* Pnl. F Bg. day night



Dialog:

(Bg) NO people or money
allowed in the fountain,
ya dums!

(Bg) where's your sense
at?!

Action:

(ALT) "... ya dringuses!"

Timing:

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HO
CUT

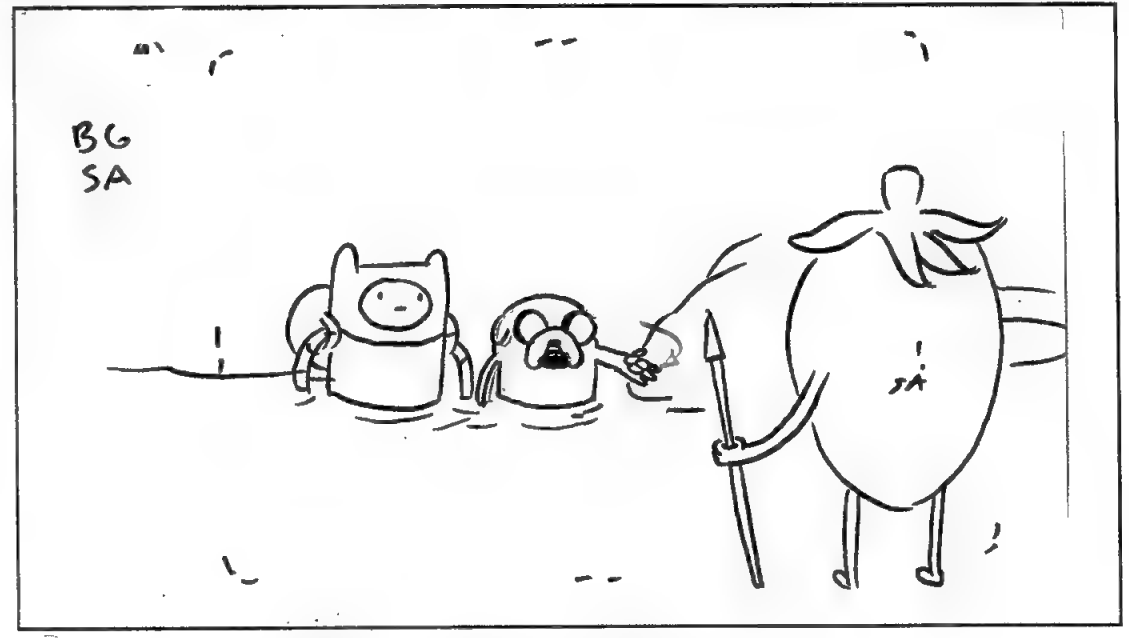
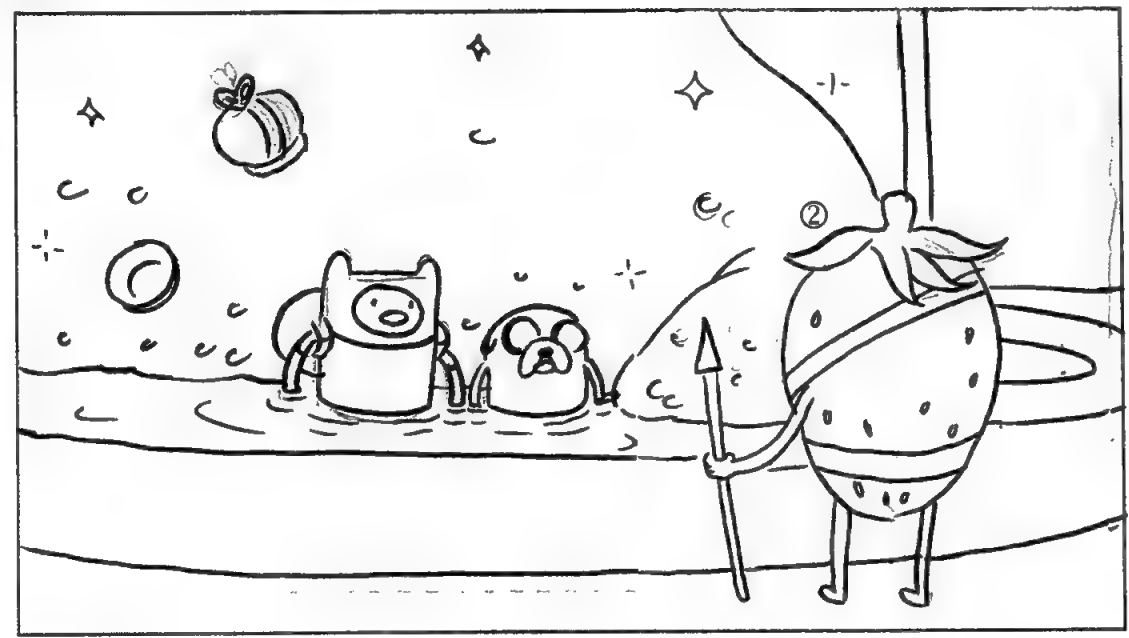
ADVENTURE TIME



HO
CUT

Sc. 55 Pnl. A Bg. day night

Sc. 55 CONT Pnl. B Bg. day night



Dialog:

⑤ SORRY MAN, we were
LOOKING TO SPEND SOME
CASH IN TOWN.

Action:

Timing:

⑤ WANT SOME?

JAN 14 2014
Holds out
COINS.

REACH FOR GOLD

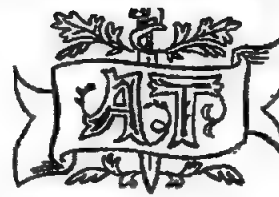
EPISODE # 1025-171

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Production :

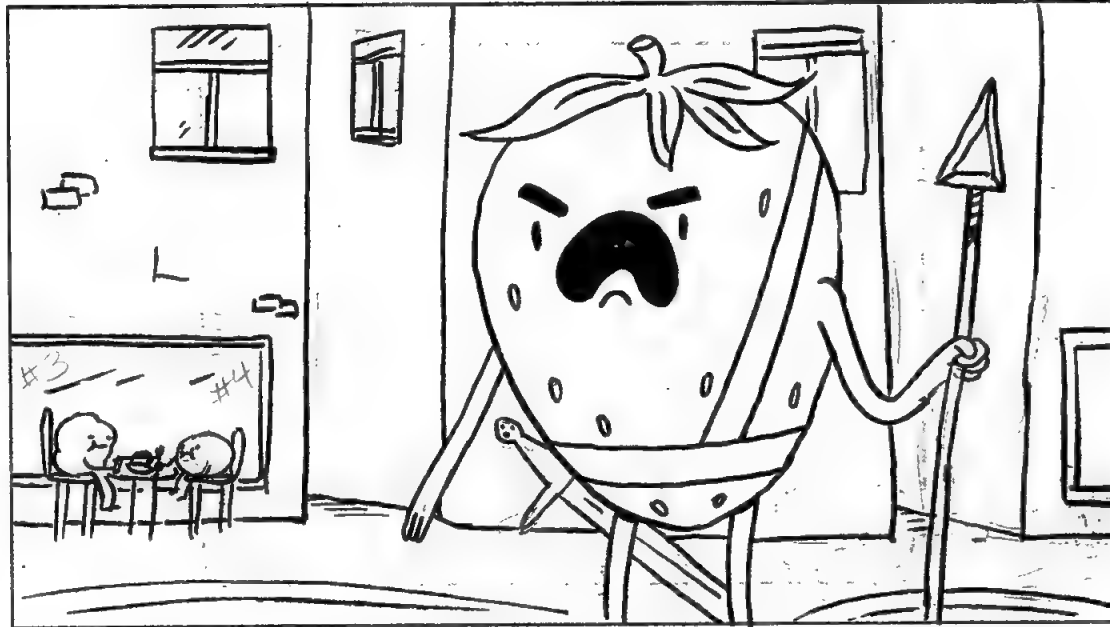
1025/171

ADVENTURE TIME

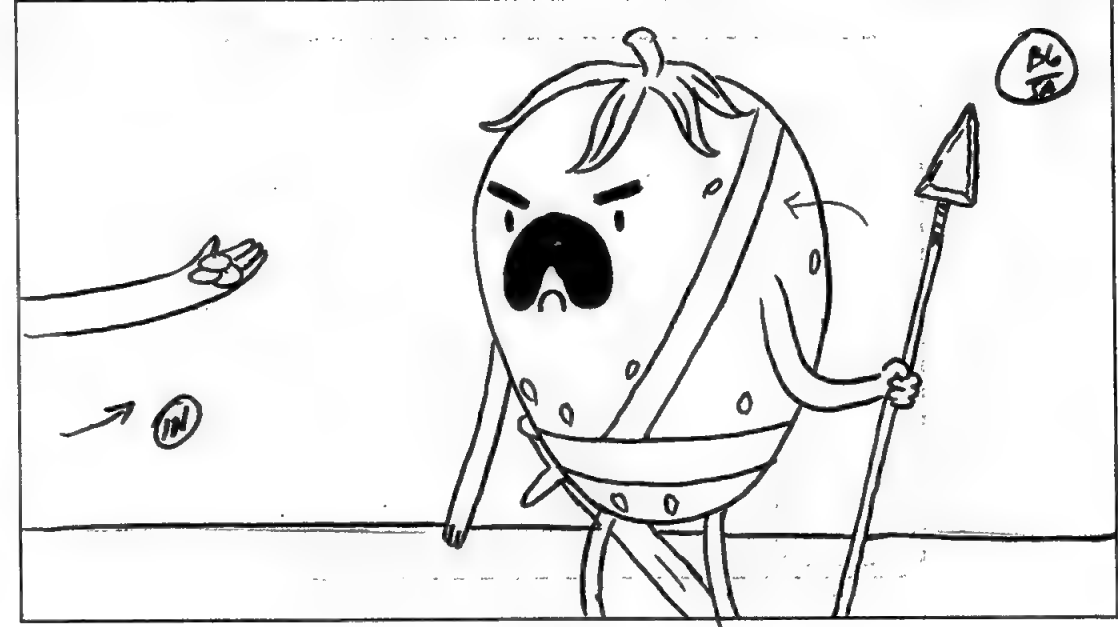


Page 58

Sc. 56 Pnl. A Bg. day night



Sc. 56 CONT Pnl. B Bg. day night



Dialog:

Action:



BERRIES TURN AND LOOK AT S. berry guard while they chew.

(Sb guard turns to look at cash)

JAN 14 2014

Timing:

1025-171

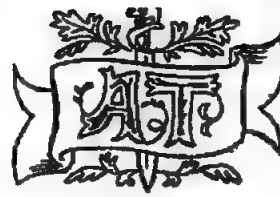
EPISODE #

1025/171

Production :

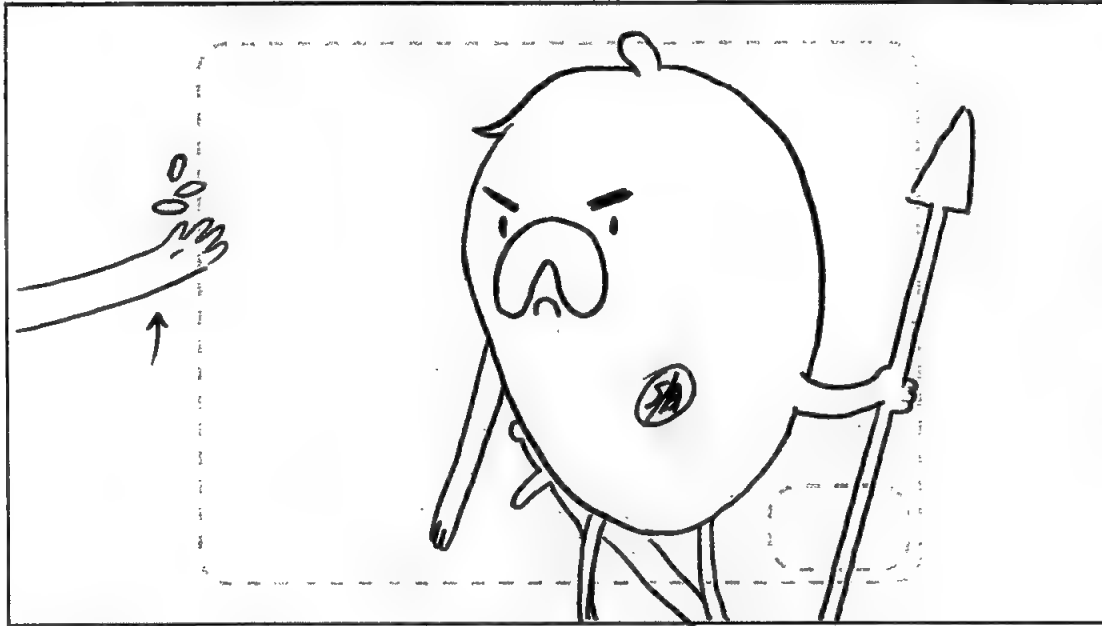
1025/171

ADVENTURE TIME



Page 59

Sc. 56 cont Pnl. C Bg. day night



Sc. 56 cont Pnl. D Bg. day night



Dialog:

sfx: (coin jingle)

Action:

(Jake jingles change)

JAN 14 2014

Timing:

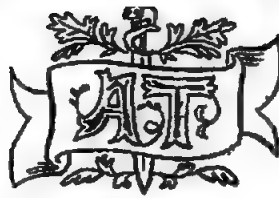
EPISODE # 1025-171

Production :

1025/171

1025/171

ADVENTURE TIME

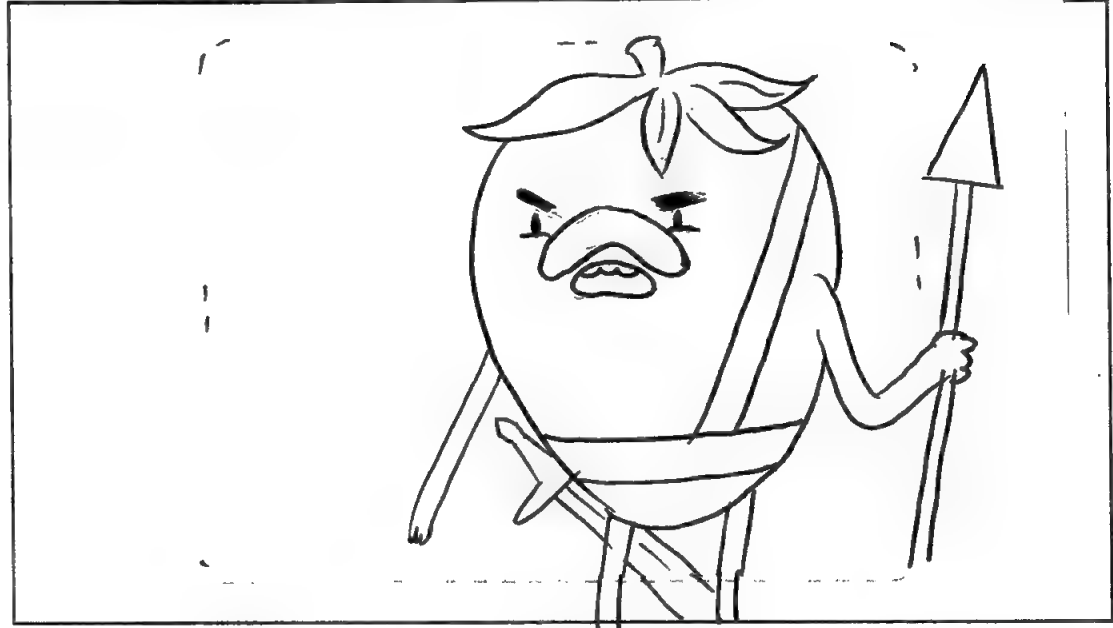



Page 60

Sc. *Sc CONT* Pnl. *E* Bg. day night



Sc. *Sc CONT* Pnl. *F* Bg. day night



Dialog:	
<u>Bg:</u>	Fellas ---
Action:	
<u>BG:</u> <u>Goofin</u> , in a public fountain --	
Timing:	
JAN 14 2014	

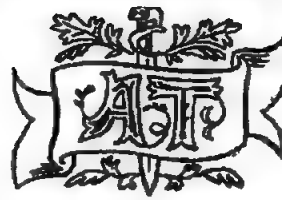
EPISODE # 1025-171

Production :

1025/171

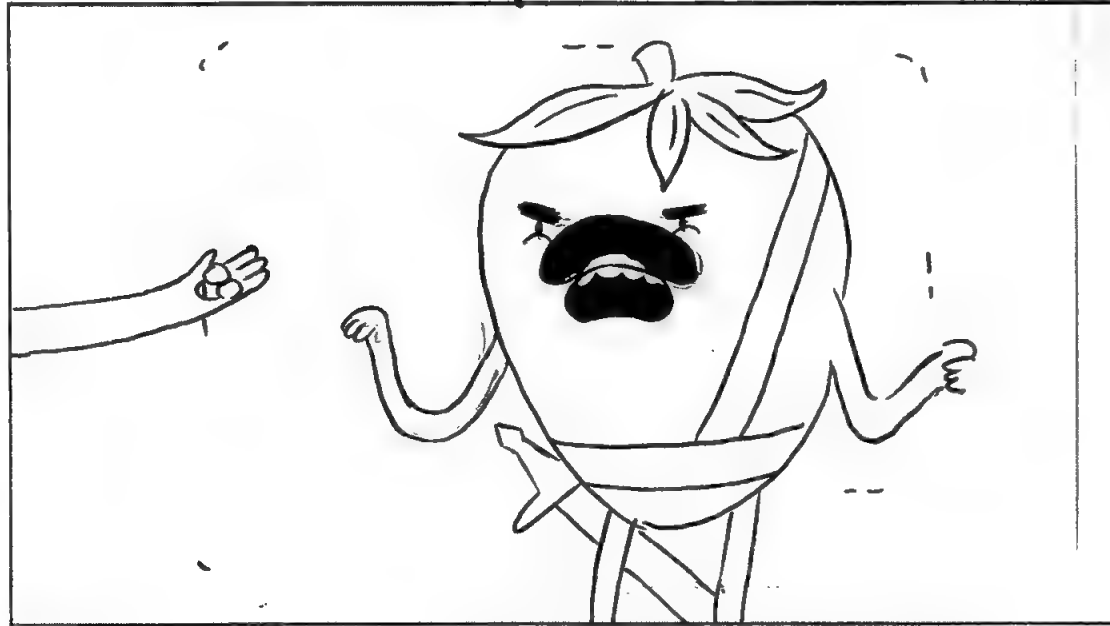
1025/171

ADVENTURE TIME



Page 61

Sc. 56 CONT Pnl. 6 Bg. day night



Sc. 56 CONT Pnl. 7 Bg. day night



Dialog:

BG: is punishable by
a lashing

(Bg) and you're also trying
to bribe me ---



Forks to mouths



close mouths
& into chew cycles

EPISODE # 1025-171

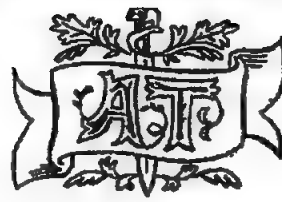
Production :

1025/171

1025, 171

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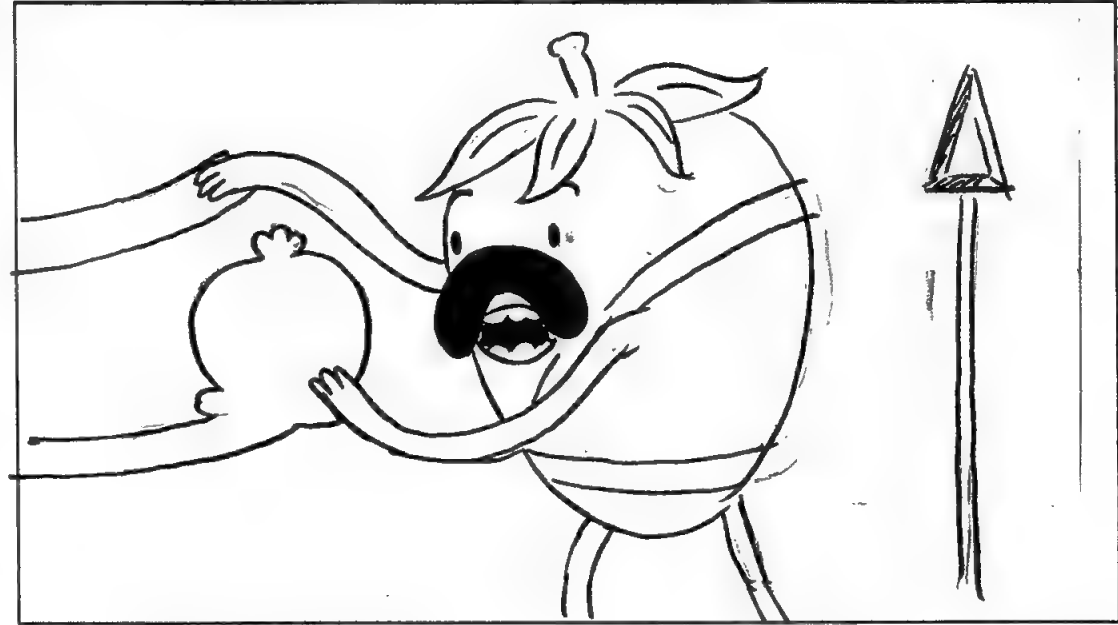
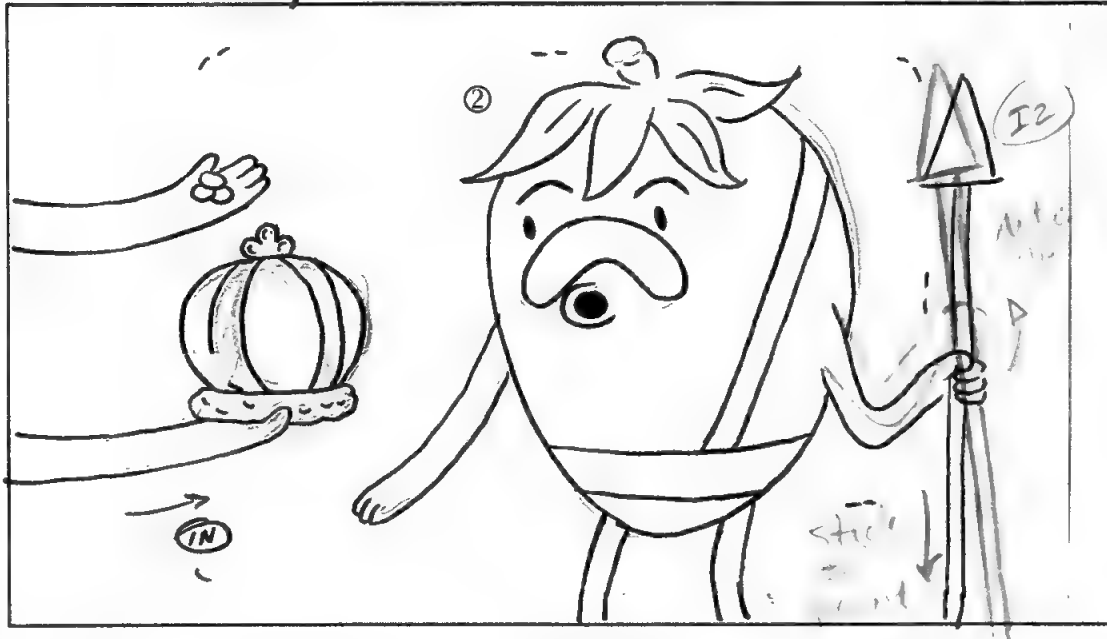
ADVENTURE TIME



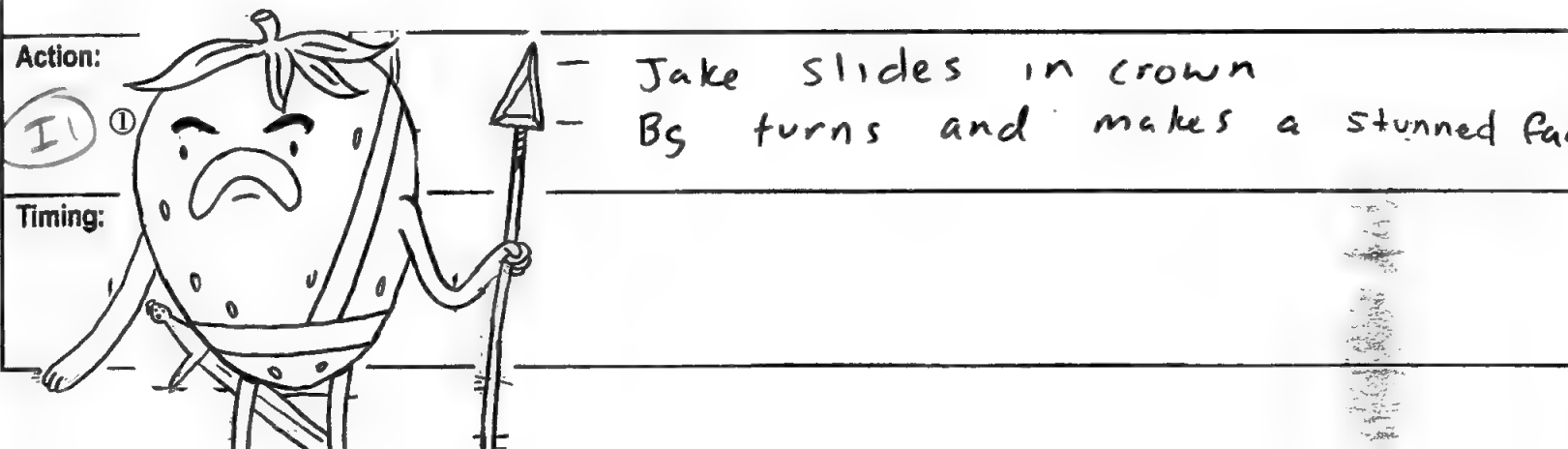
Page 62

Sc. 56 *cont* Pnl. I Bg. day night

Sc. 56 *cont* Pnl. J Bg. day night



Dialog: Bg/ Ooo! Please spare I ground them Pouch. (Bg) That's what I'm talking about fellas.



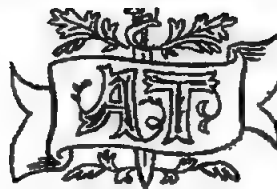
EPISODE # 1025-171

1025/171

Production :

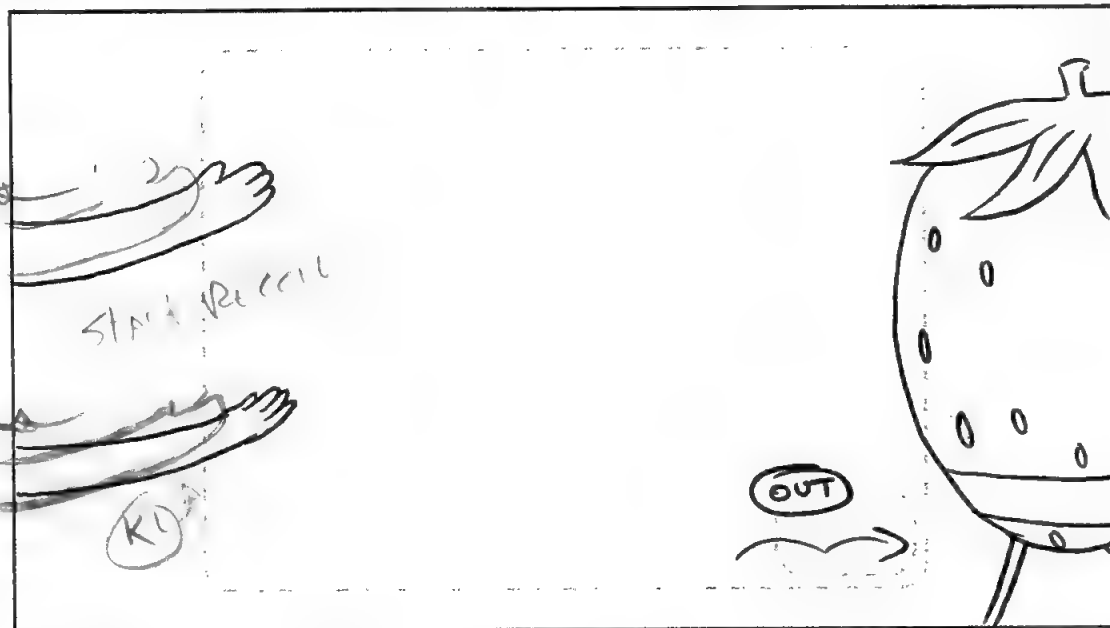
1025/17.1

ADVENTURE TIME

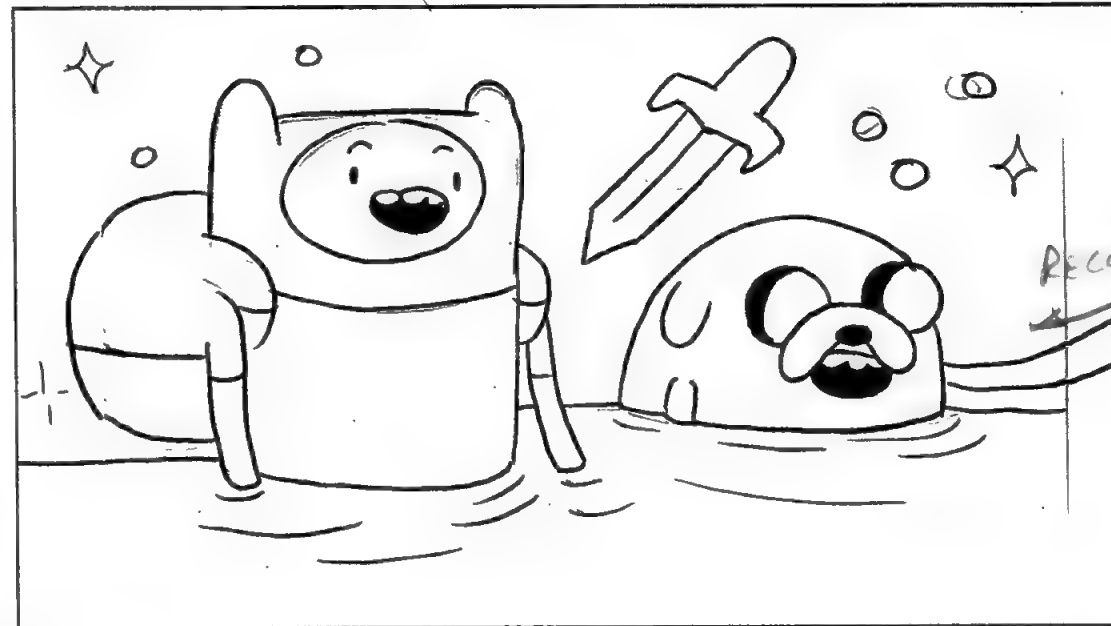


Page 63

Sc. 56 cont Pnl. K Bg. day night



Sc. 57 Pnl. A Bg. day night



Dialog:

(Bg) have a good time
in the fountain.

(J+F) HA HA HA HA!

Action:

Bg walks out of shot

Timing:



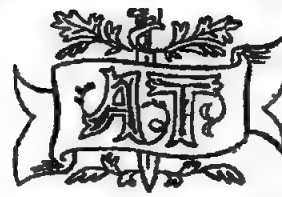
EPISODE # 1025-171

1025/171

Production :

1025/171

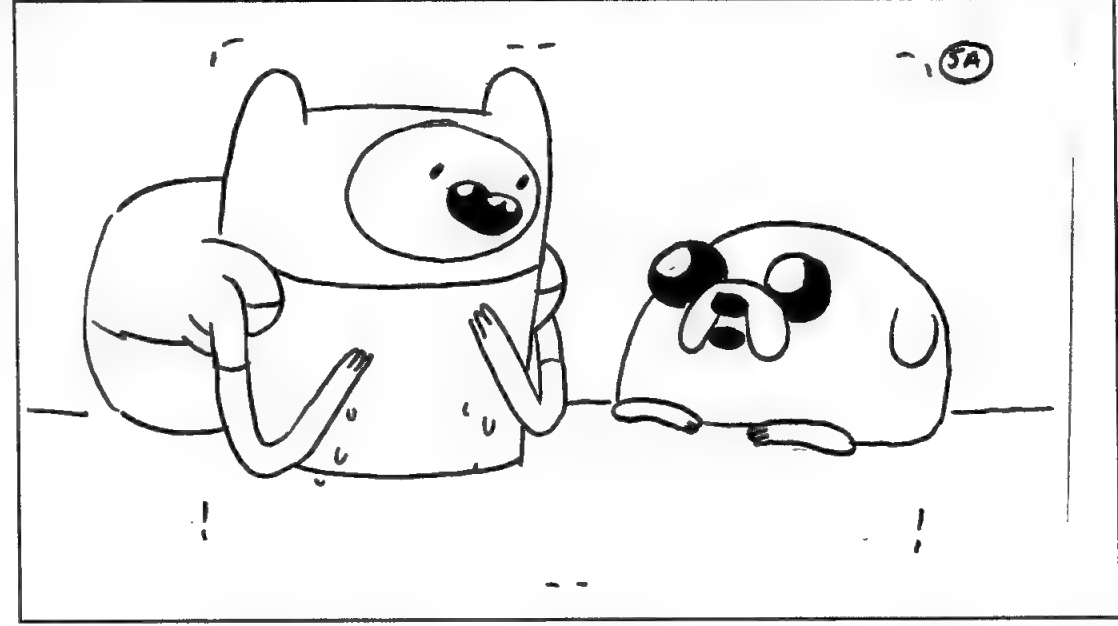
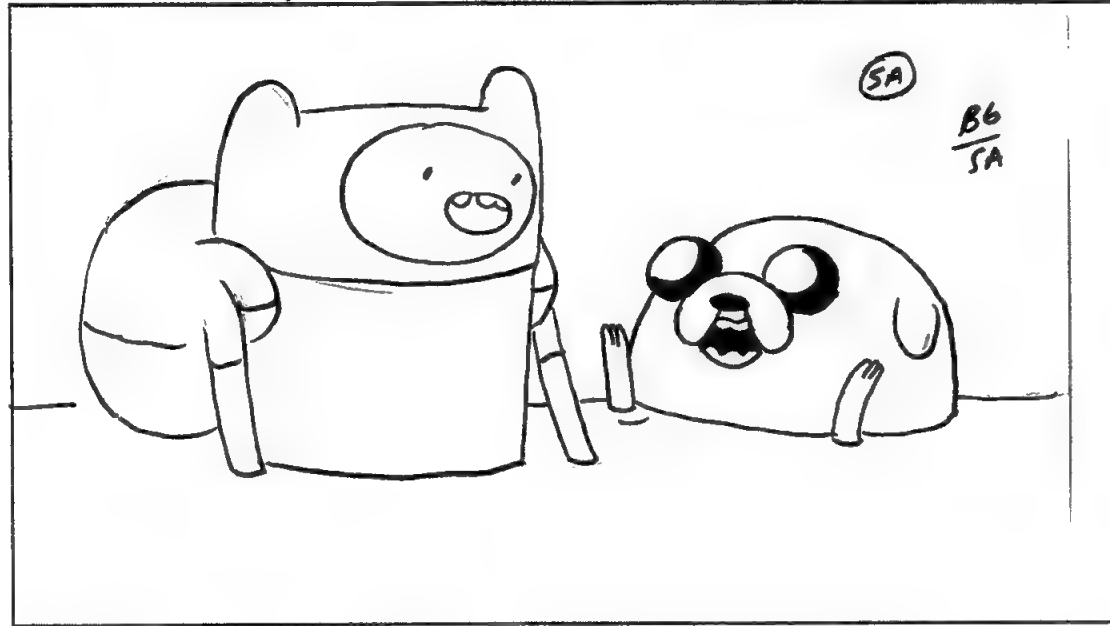
ADVENTURE TIME



Page 64

Sc. 57 CONT Pnl. B Bg. day night

Sc. 57 CONT Pnl. C Bg. day night



Dialog:	(5) whoa, spending money is kind fun.	(6) Yeah! This'll be easy!
Action:		
Timing:		

JAN 14 2014

Production :

EPISODE# 1025-171

1025/171

1025/171

Hu
ant

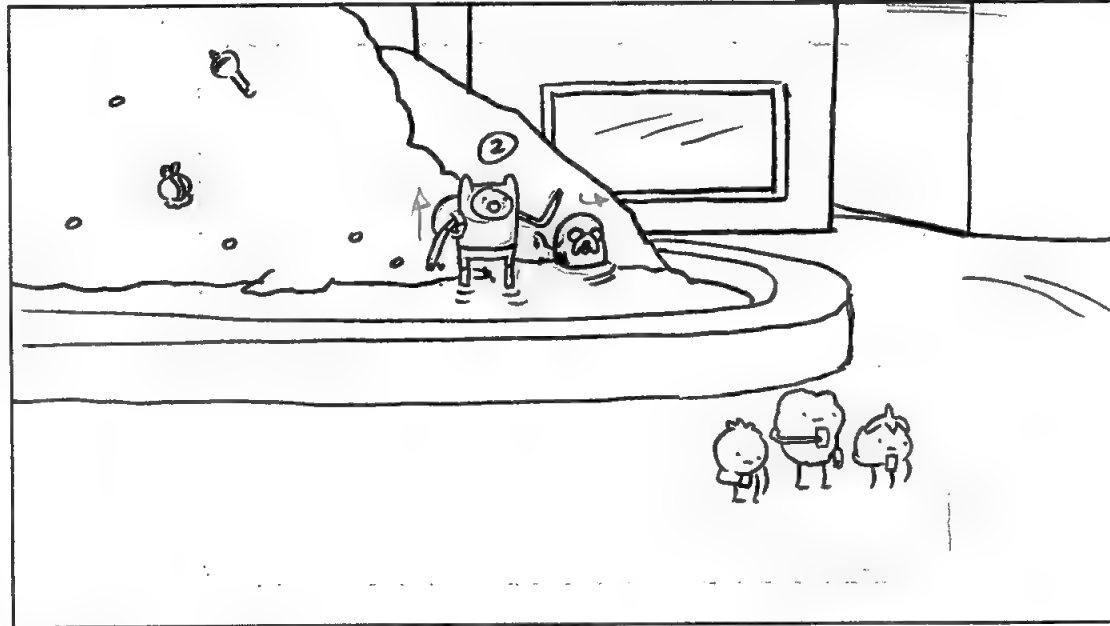
Ho
Cut

ADVENTURE TIME

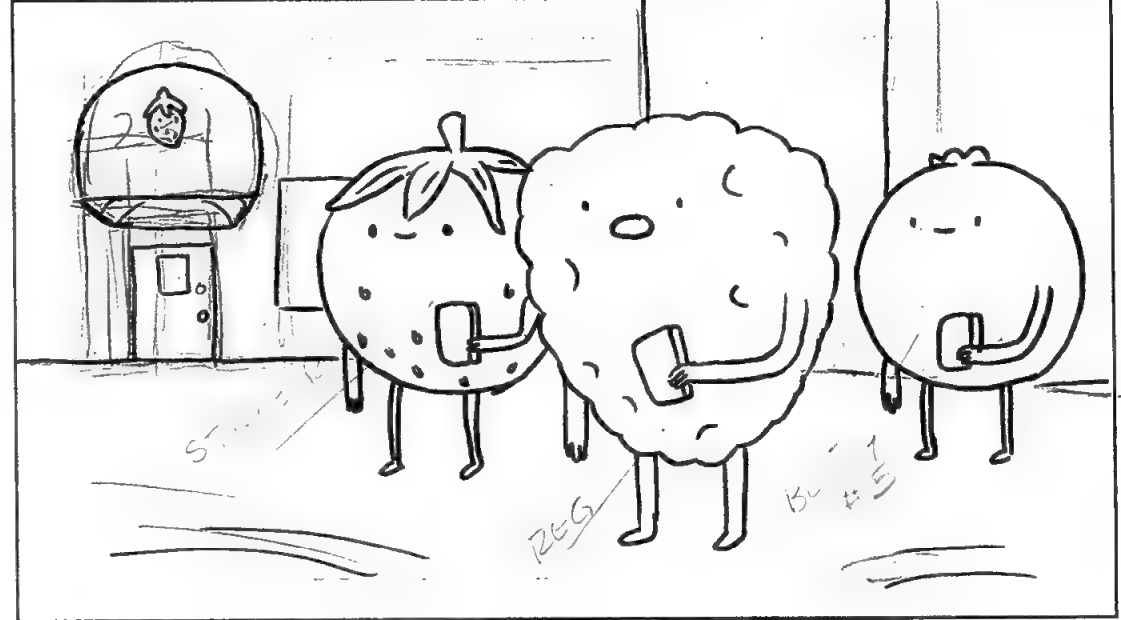


Page 65

Sc. 58 Pnl. A Bg. day night



Sc. 59 Pnl. A Bg. day night



Dialog:

(F) HO! HO! young berry
lads!

REGGIE BERRY: Yeah?

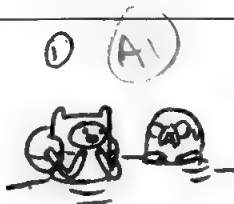
Action:

① - FINN TURNS

③ - BERRY LAUS
TURN.

JAN 14 2014

Timing:



Ho
Cut

1025-171

EPISODE #

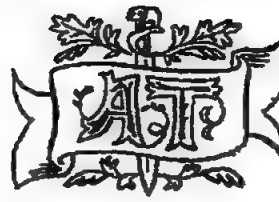
1025/171

Production :

1025/171

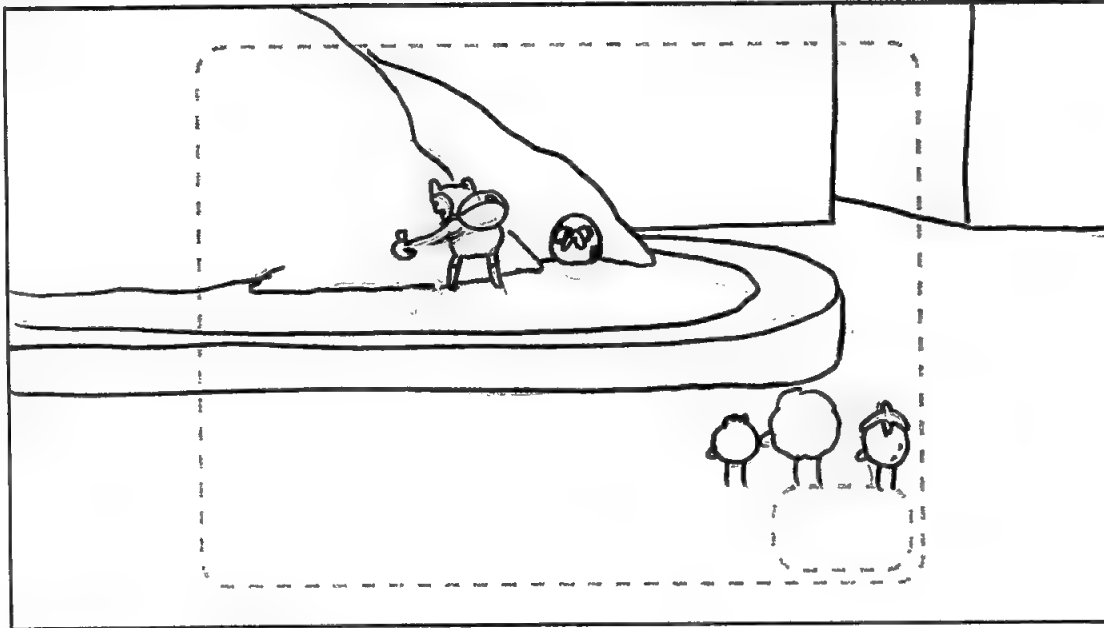
1025/171

ADVENTURE TIME

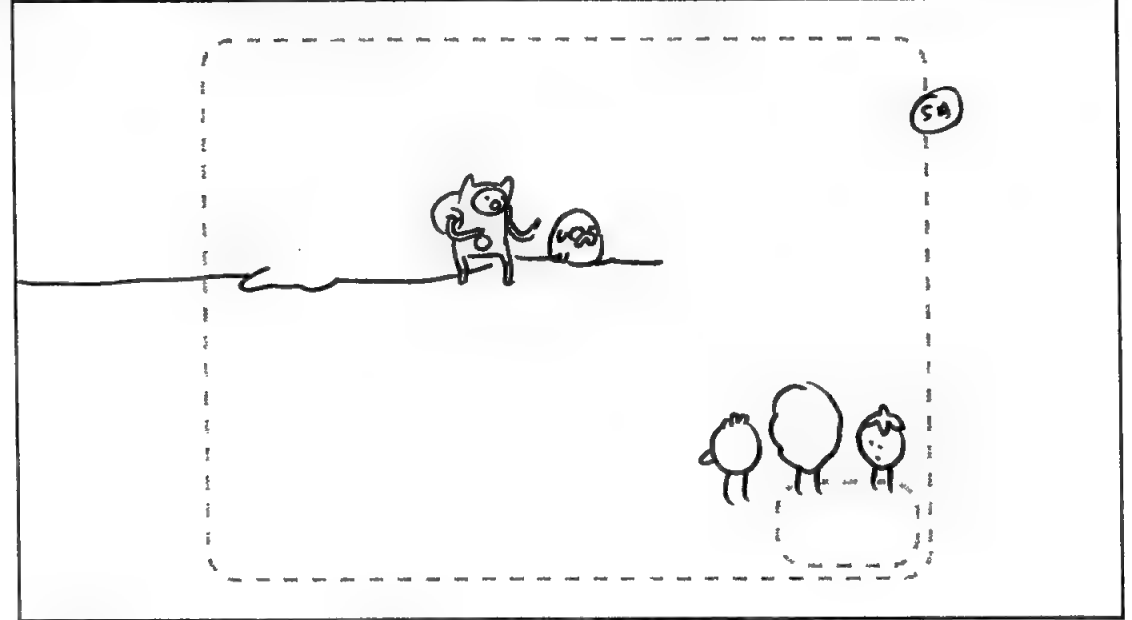


Page 66

Sc. 60 Pnl. A Bg. day night



Sc. 60 CONT Pnl. B Bg. day night



Dialog:

(F) Go buy the most expensive meats and furniture

(F) to ADORN OUR NEW FOUNTAIN HOME!

Action:



Timing:

JAN 14 2014

Production :

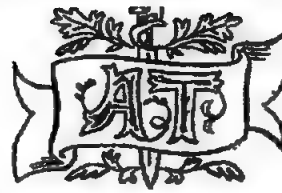
EPISODE # 1025-171

1025/171

1025/171

Hu
Cut

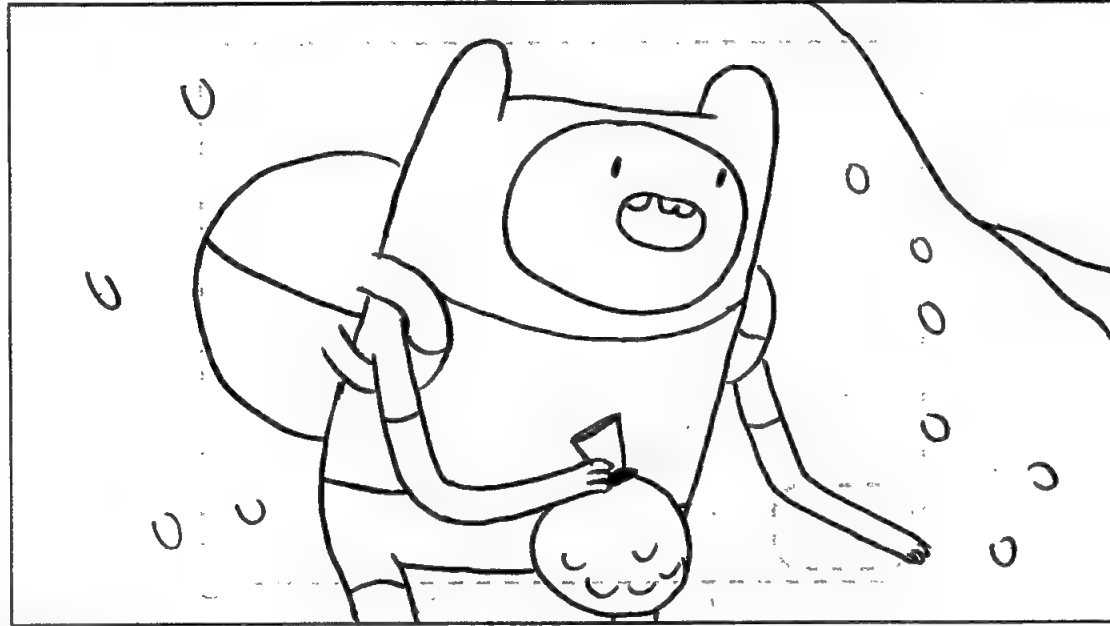
ADVENTURE TIME



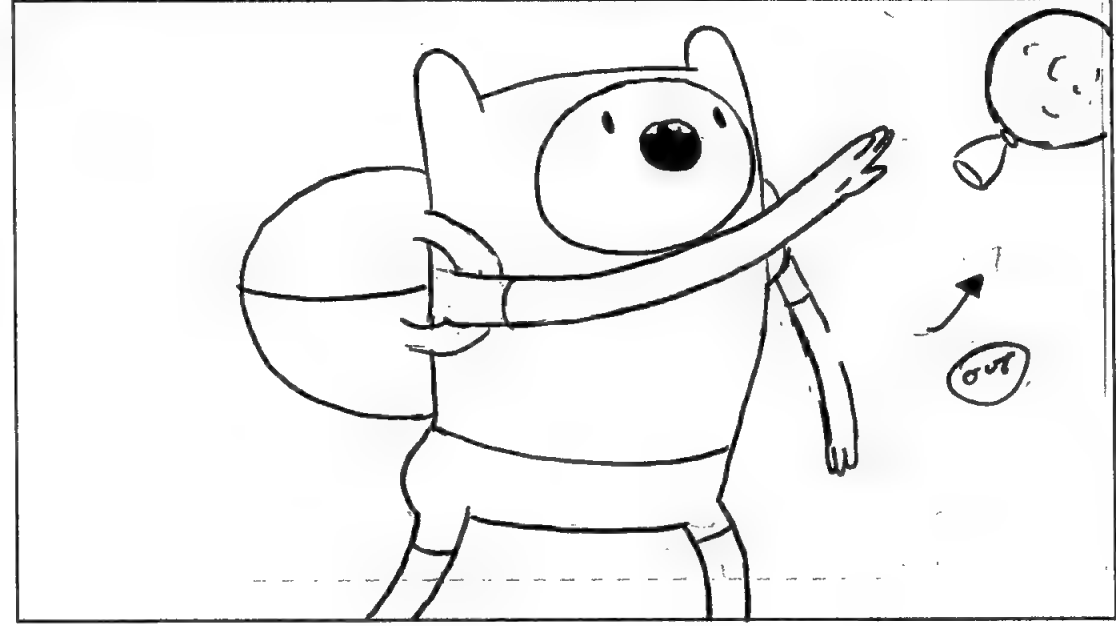
Page 67

Cut

Sc. 61 Pnl. A Bg. day night



Sc. 61 CONT Pnl. B Bg. day night



Dialog:

ⓕ Keep the change for
your families in need.

ⓕ HYUP!

Action:

Timing:

JAN 14 2014

EPISODE # 1025-171

Production :

1025/171

1025/171

cut

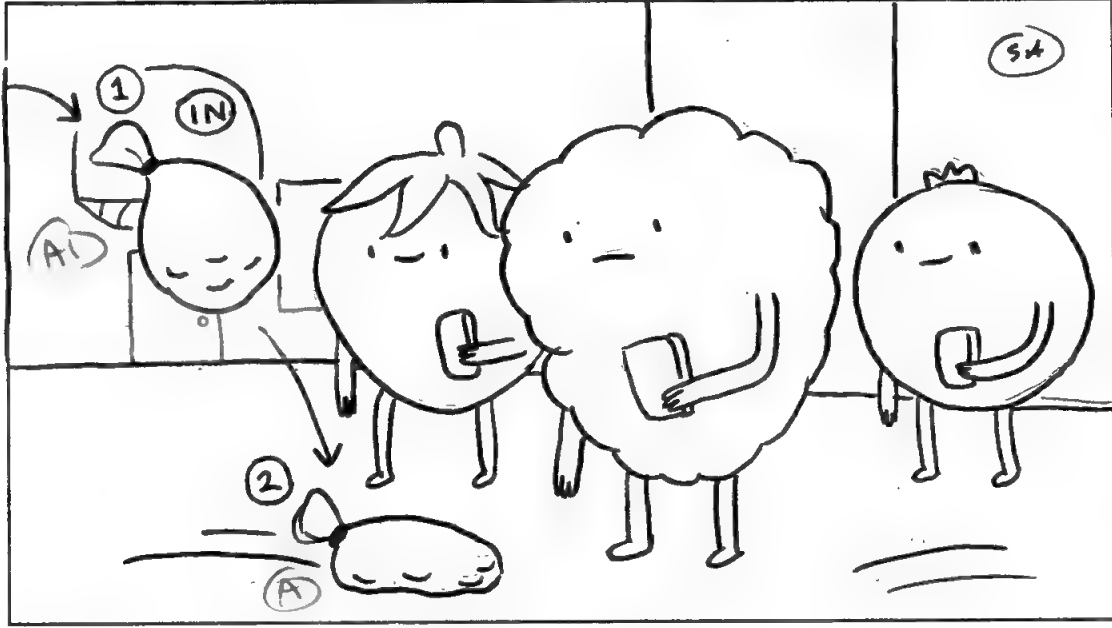
ADVENTURE TIME



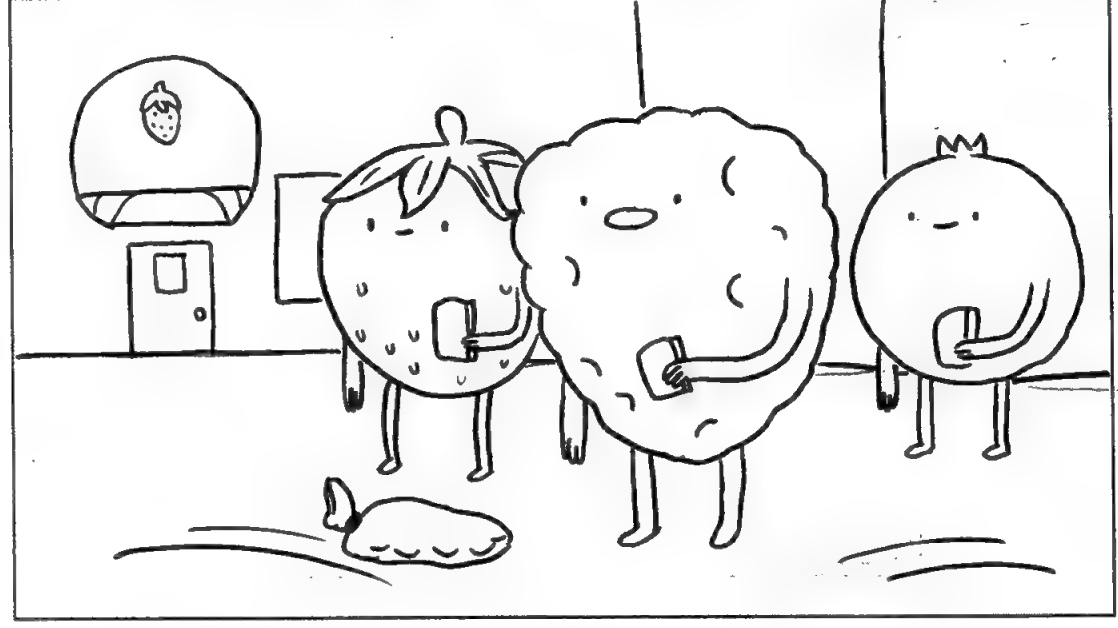
Page 68

cut

Sc. 62 Pnl. A Bg. day night



Sc. 62 CONT Pnl. B Bg. day night



Dialog:

SFX: * JINGLE *

REGGIE BERRY- Thanks, but were middle class.

Action:

- BAG OF CASH LANDS IN FRONT OF R. BERRY

JAN 14 2014

Timing:

EPISODE # 1025-171

1025/171

Production :

1025/171

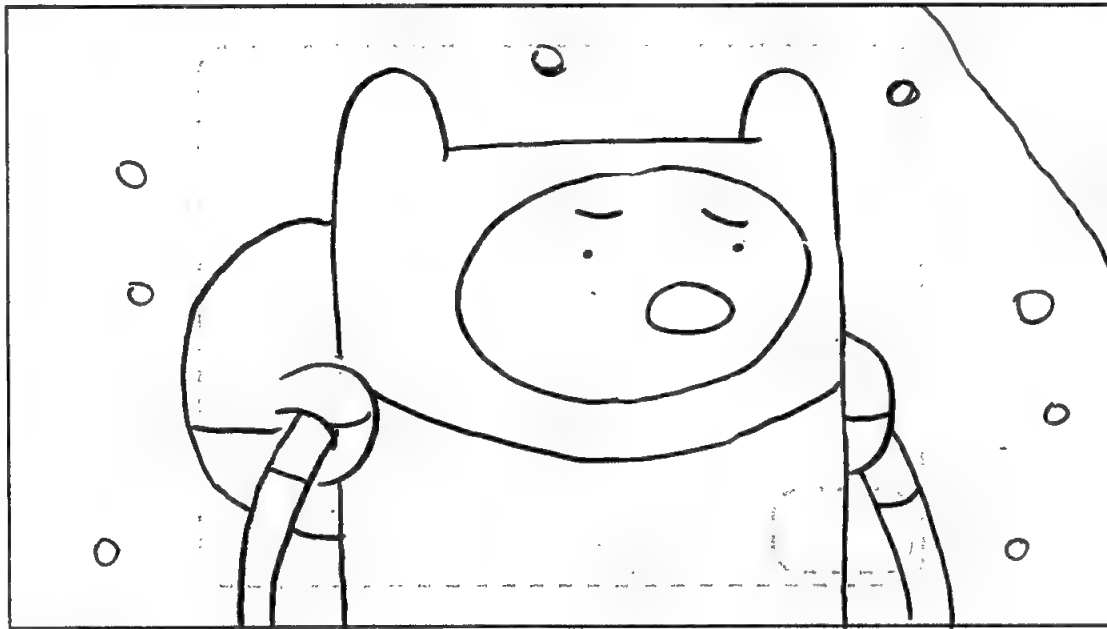
ADVENTURE TIME



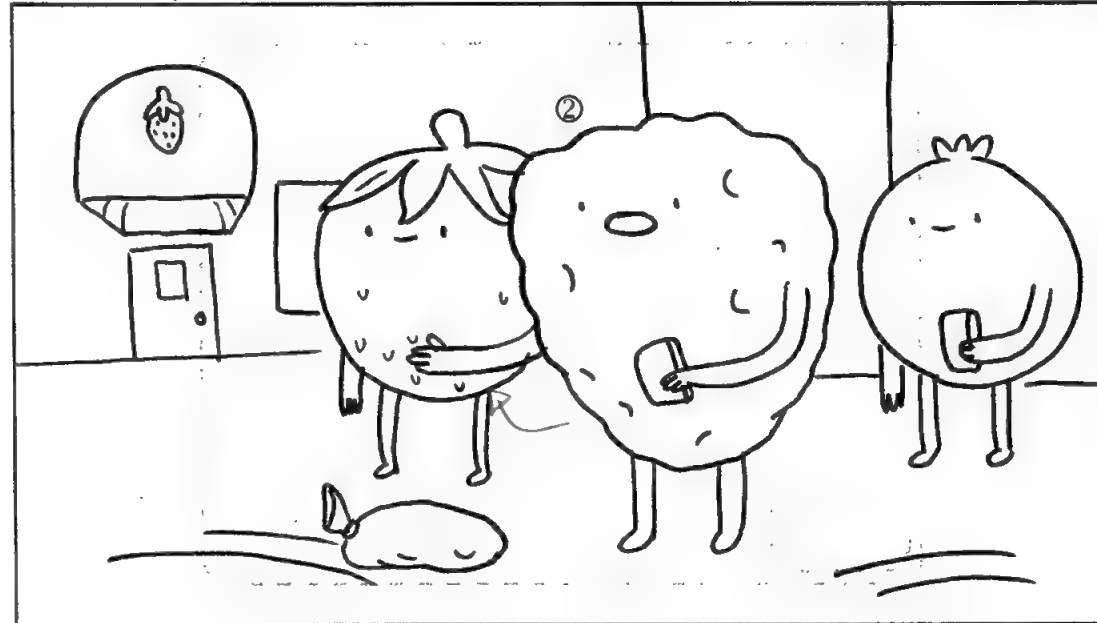
NO SC
65

Page 69
NO PG 70
day night

Sc. 63 Pnl. A Bg. day night



Sc. 64 Pnl. A Bg. day night



Dialog:

(F) REALLY?

REGGIE BERRY: upper, middle

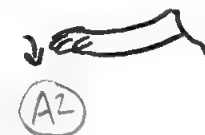
Action:

- REGGIE
MOVES PALM
IN A WOBBLY
MOTION

Timing:



JAN 14 201



Production :

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1025/171

ADVENTURE TIME



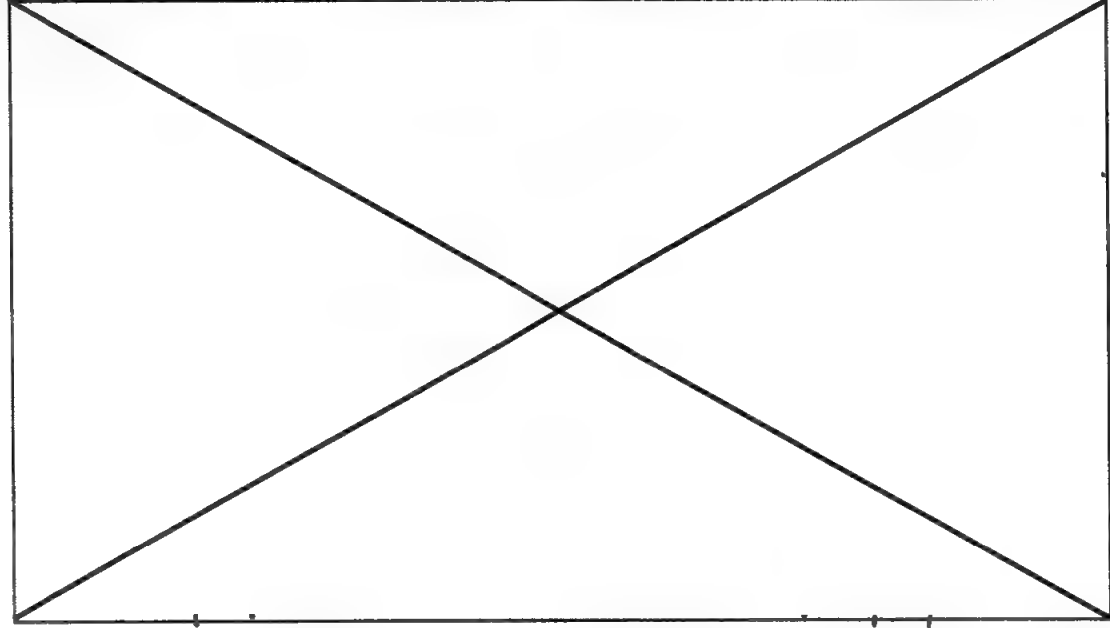
NO SC
67

Page 71

Sc. 66 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(J) Just get the
dern furniture.

Action:

Timing:

JAN 14 2014

EPISODE# 1025-171

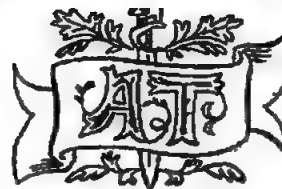
Production :

1025/171

1025/171

HU
Cut

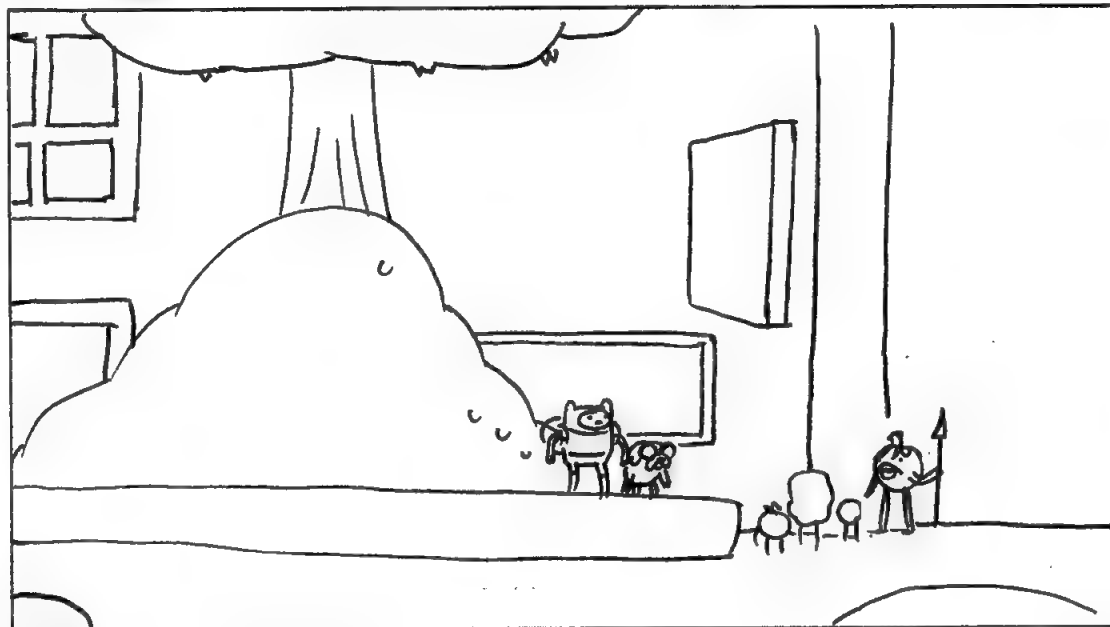
ADVENTURE TIME



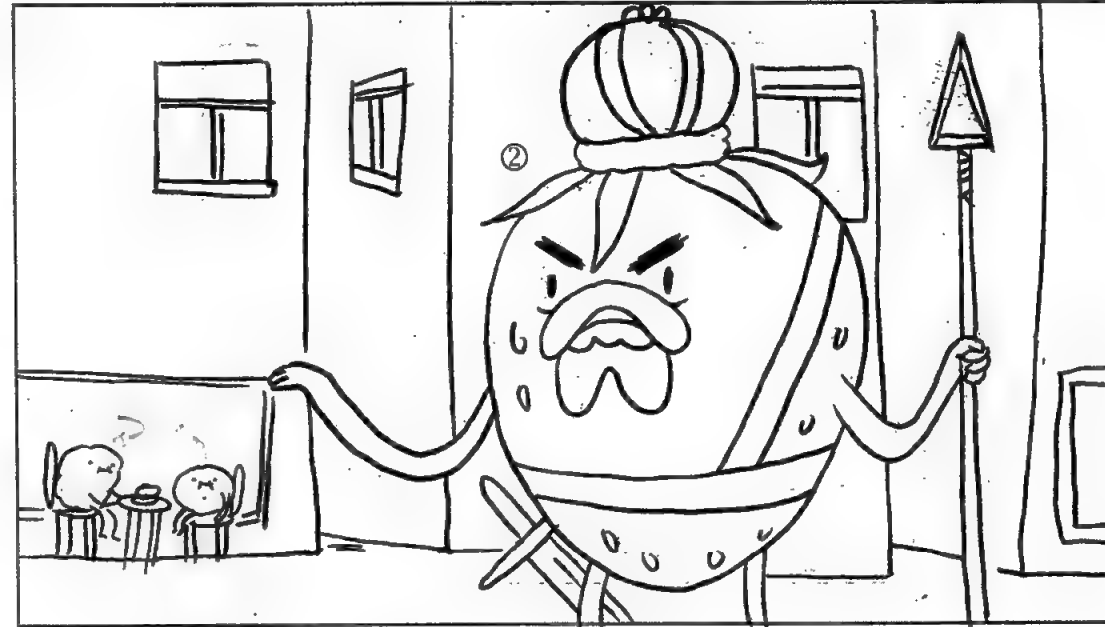
HU
Cut

Page 72

Sc. **68** Pnl. **A** Bg. day night



Sc. **69** Pnl. **A** Bg. day night



Dialog:

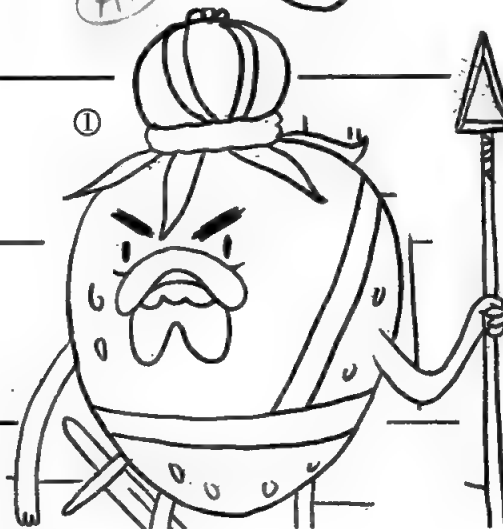
BG HEY, NO FURNITURE
AND MEAT IN THE
FOUNTAIN.

Action:

Timing:

AI **Bg**

YOU'LL WRECK UP
THE WATER!



AI

JAN 14 2014

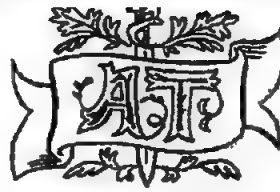
Production :

EPISODE # 1025-171

1025/171

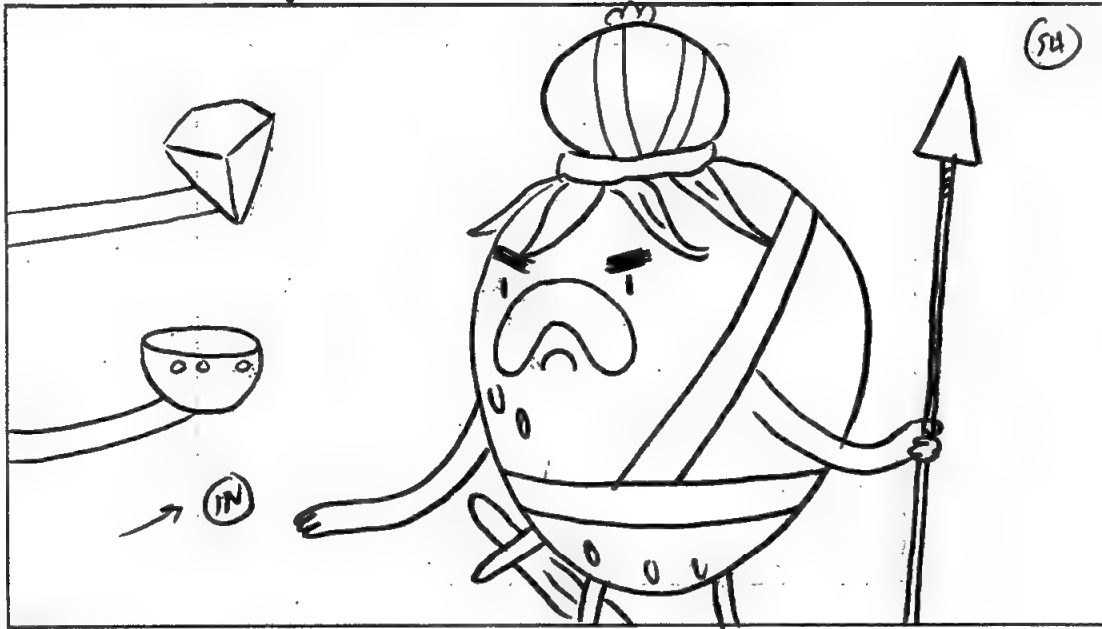
1025/171

ADVENTURE TIME



Page 73

Sc. 69 cont Pnl. B Bg. day night



Sc. 69 cont Pnl. C Bg. day night



Dialog:	(bs) YOU CANIT BUY ME OFF TWICE FELLAS.
Action:	Jake holds up treasure.
Timing:	JAN 14 2014

EPISODE# 1025-171

Production :

1025/171

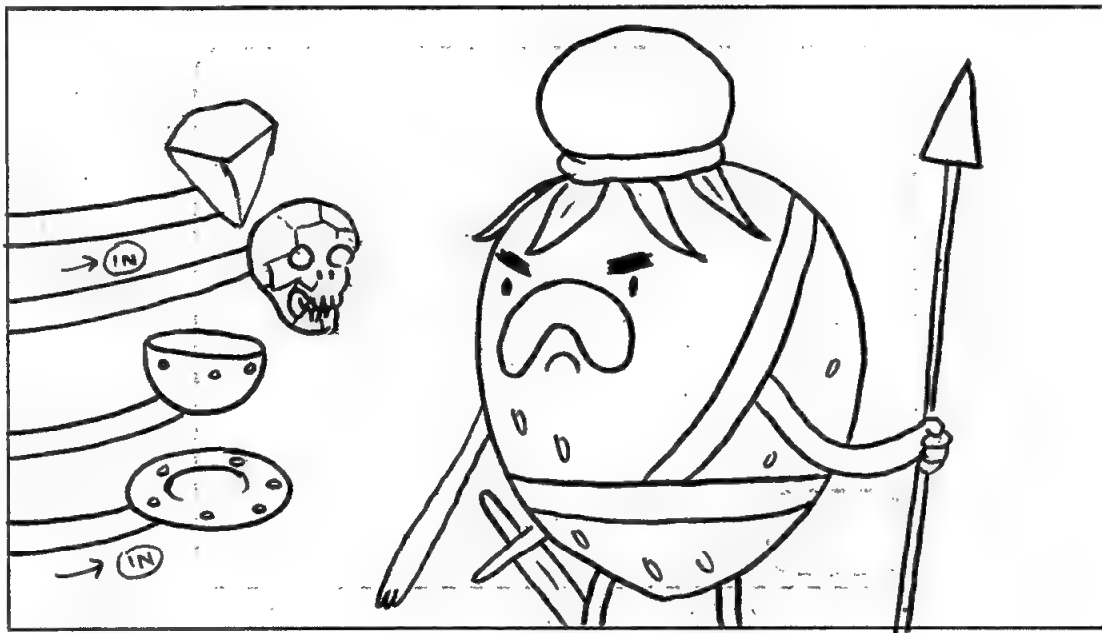
1025/171

ADVENTURE TIME

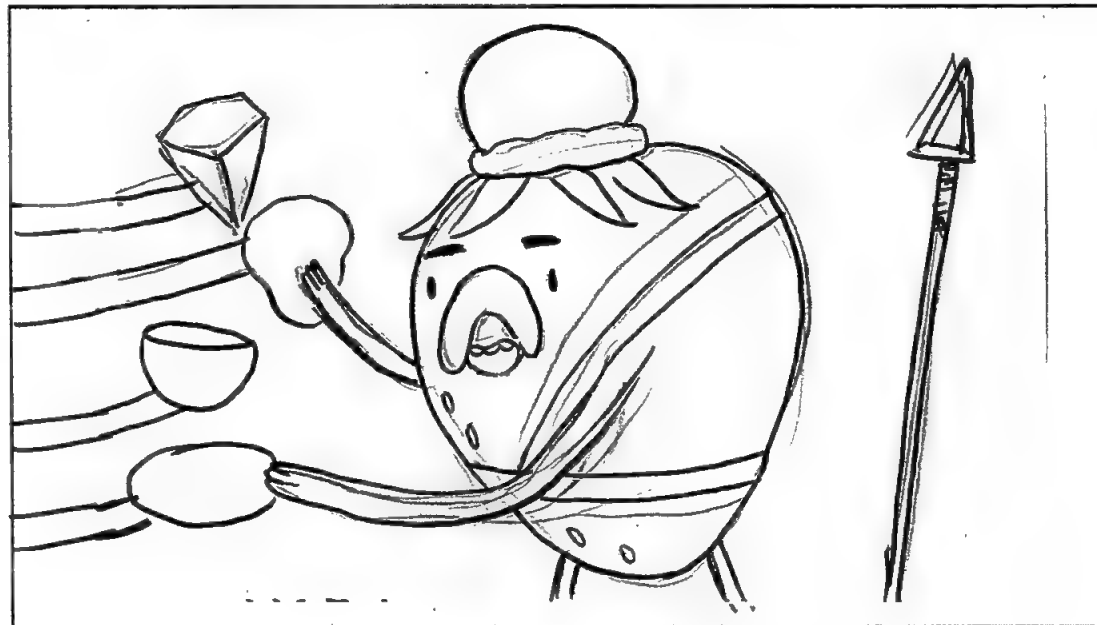


Page 74

Sc. 69 CONT Pnl. D Bg. day night



Sc. 69 CONT Pnl. E Bg. day night



Dialog:

(bg) ah maybe yah
can, fellas

Action:

Jake slides in a gold plate
and ruby skull

JAN 14 2014

Timing:

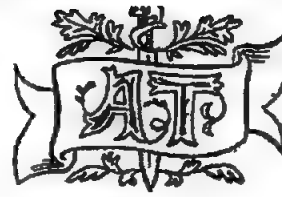
EPISODE # 1025-171

1025/171

Production :

1025, 171

ADVENTURE TIME

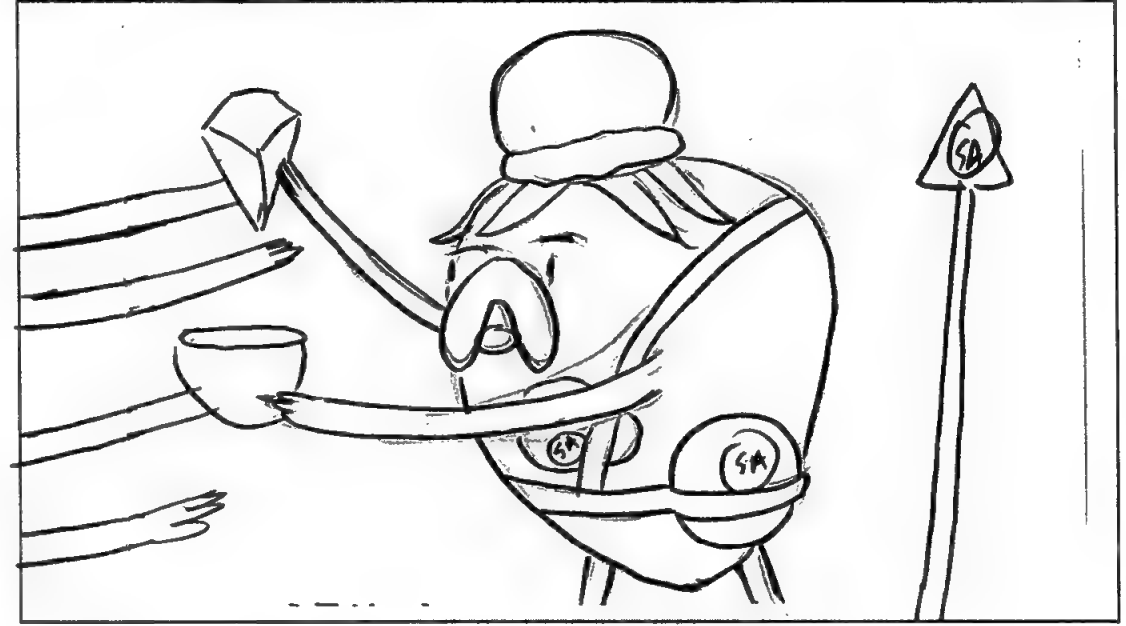


Page 75

Sc. 69 cont Pnl. F Bg. day night



Sc. 69 cont Pnl. G Bg. day night



Dialog:

(BG) MAYbe ya can.

Action:

Timing:

JAN 14 2014

EPISODE # 1025-171

Production :

1025/171

1025/171

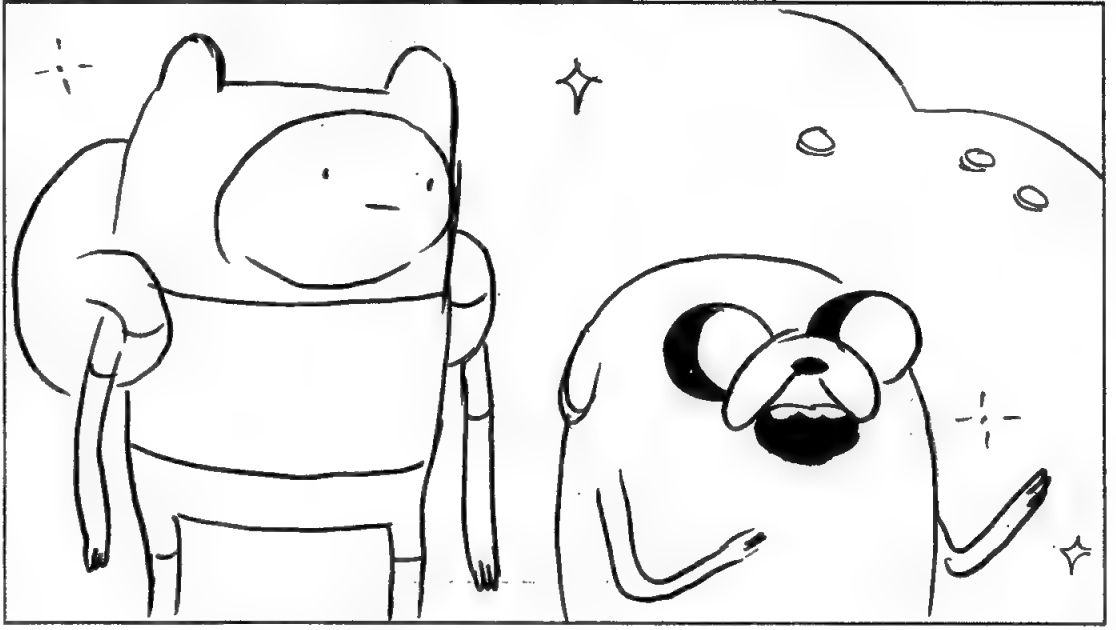
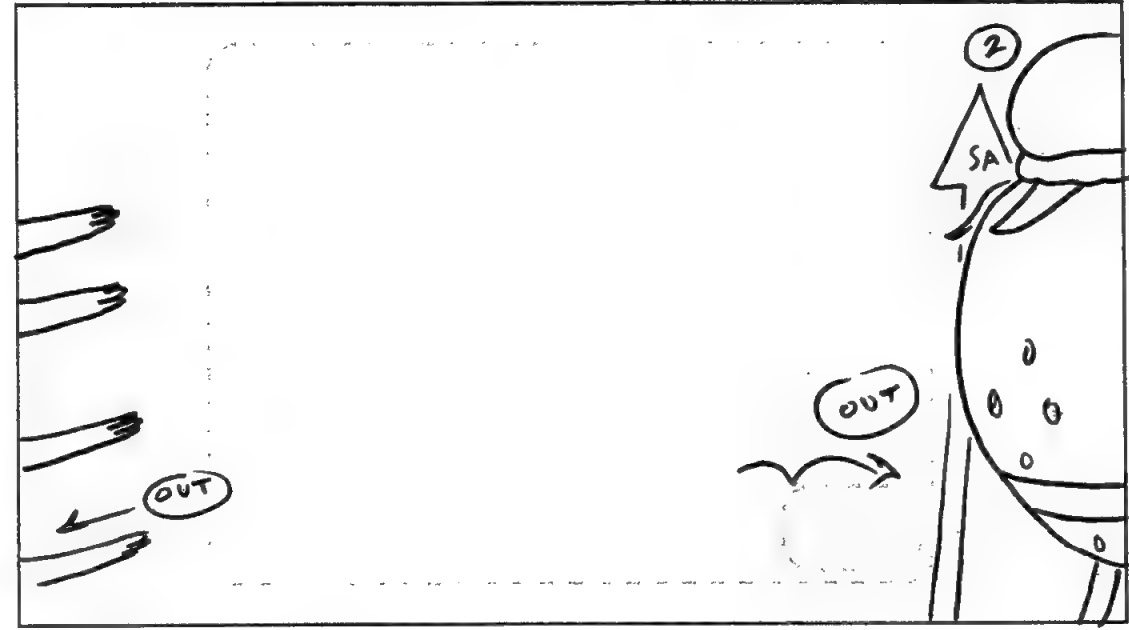
ADVENTURE TIME



Page 16

Sc. 69 ant Pnl. H Bg. day night

Sc. 70 Pnl. A Bg. day night



Dialog:
BG/ Haha.

Action:
- BG WALKS OFF/S
- J RETRACTS ARMS.

Timing:



⑤ HAHHA!

JAN 14 2014

EPISODE# 1025-171

Production :

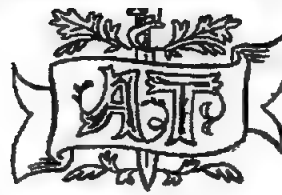
1025/171

1025/171

1025/171

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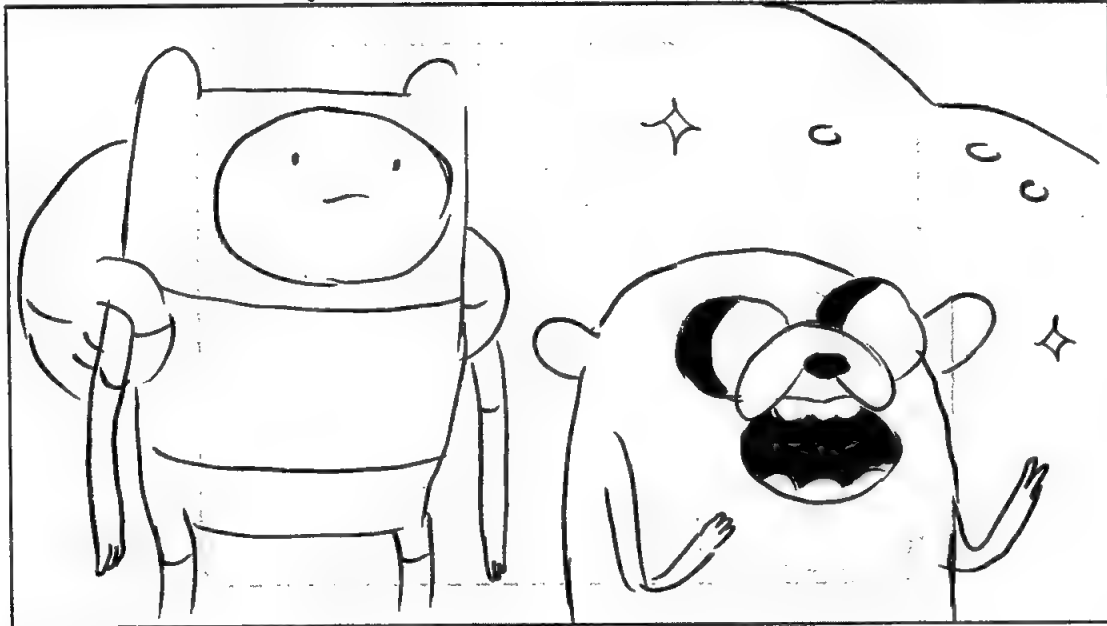
ADVENTURE TIME



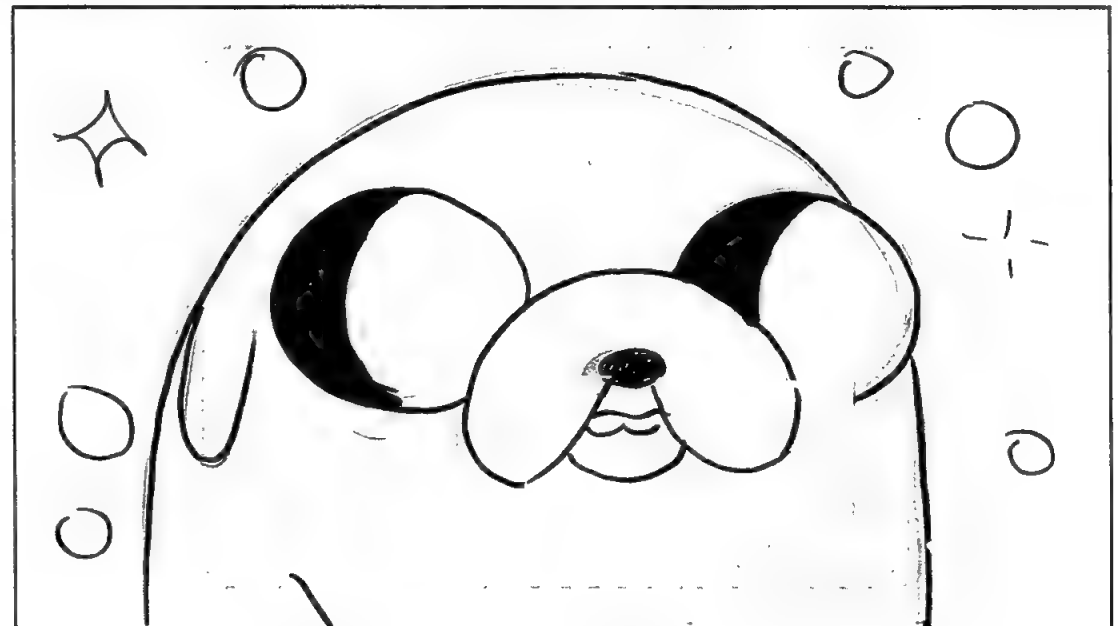
HW
art

Page 77

Sc. 70 cont Pnl. B Bg. day night



Sc. 71 Pnl. A Bg. day night



Dialog:	J/ Hahahaha-
Action:	JAN 14 2014
Timing:	

EPISODE # 1025-171

Production :

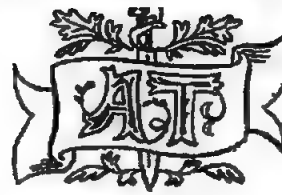
1025/171

1025/171

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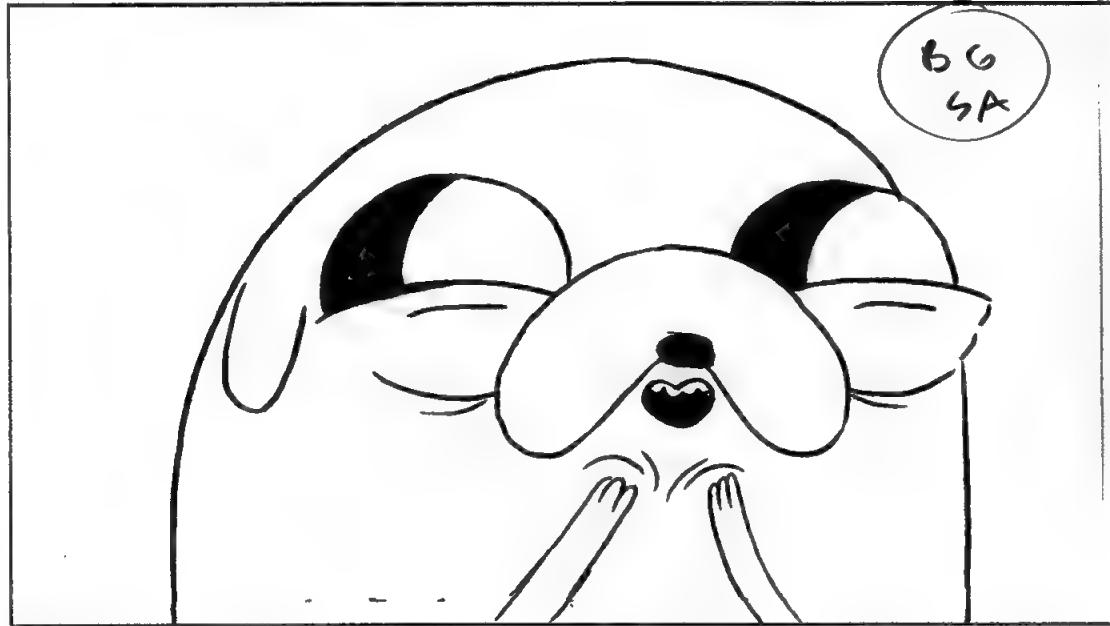
ADVENTURE TIME



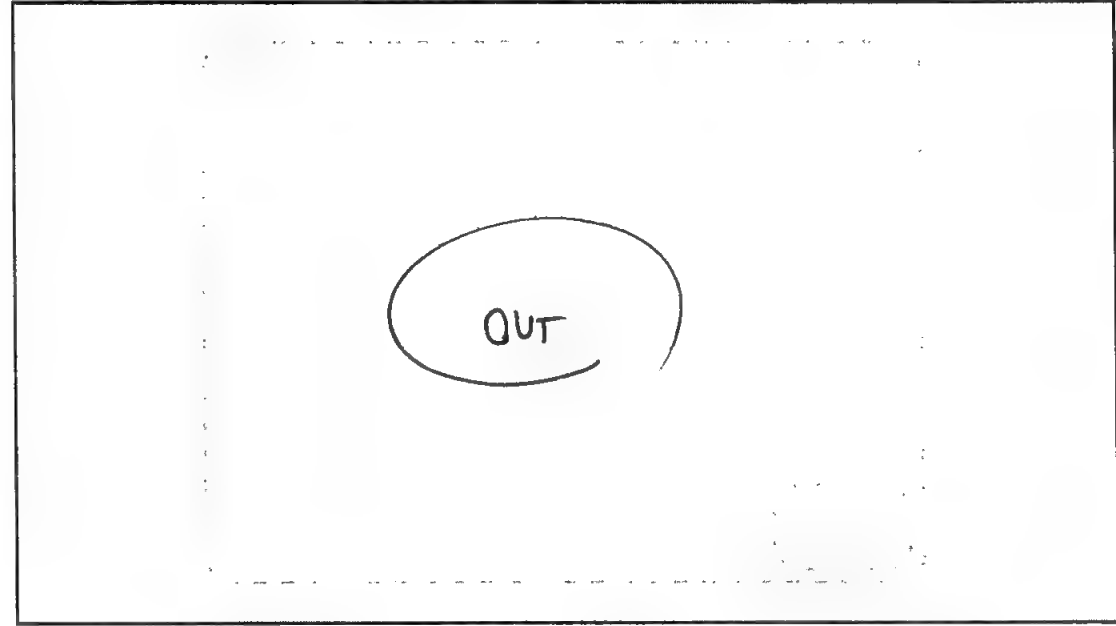
*Cut w/ wife
2 p. 1*

Page 78

Sc. 71 CONT Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

J/ Hahaa!

Action:

JAN 14 2014

Timing:

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Production :

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1025/171

ADVENTURE TIME



Page 79

*Ho
Cut*

Sc.

Pnl.

Bg.

day night

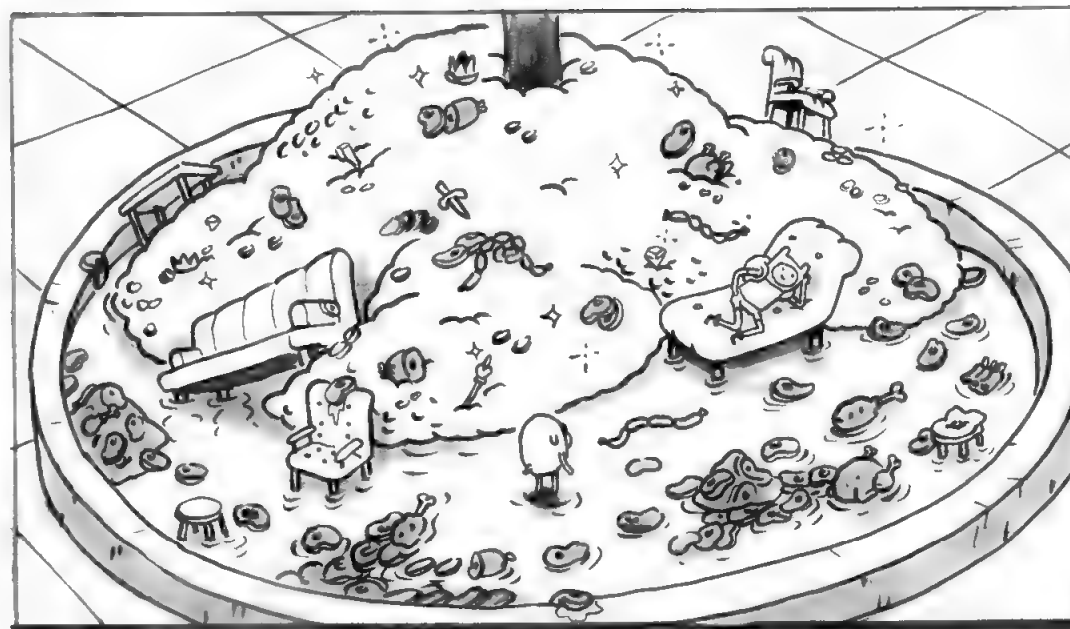
Sc. 72

Pnl. A

Ba.

day night

*Cut
w/wipe to
part*



Dia

Act

Timing:

- FOUNTAIN FULL OF FURNITURE AND MEAT

JAN 14 2014

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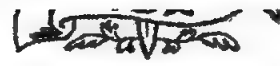
Production :

1025/171

1025/171

1025/171

HY
C

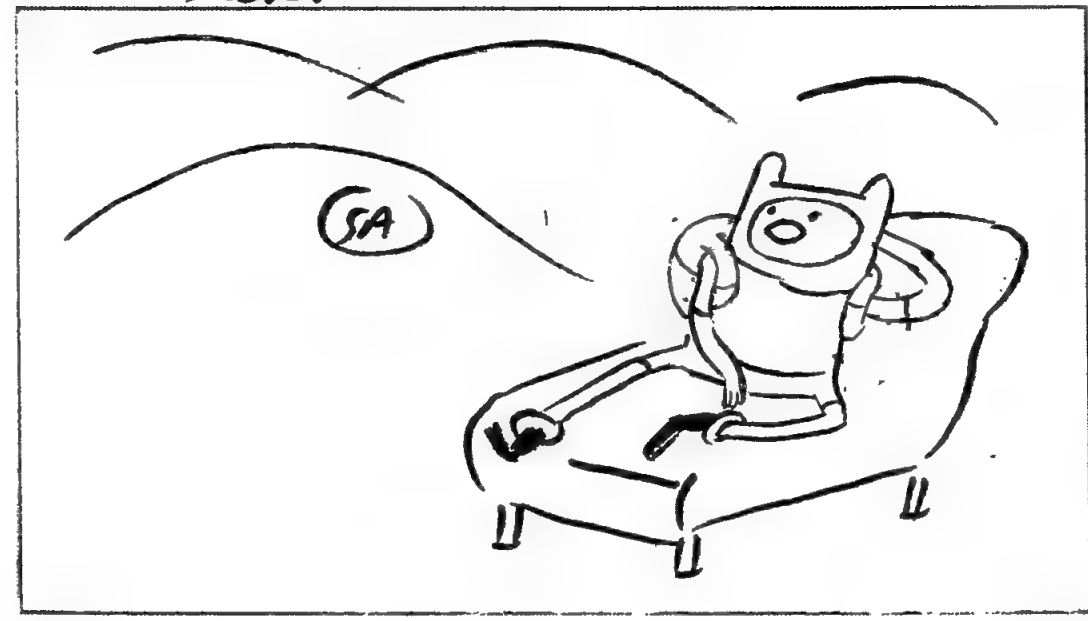


Sc. 73 Pnl. A Bg. day night



Ⓕ DUDE, WE BOUGHT ALL OF THIS FURNITURE AND MEAT

Sc. 73 *CONT* Pnl. B Bg. day night



Ⓕ AND WE STILL GOT A-

Timing:

JAN 14 2014

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Production :

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1025/171

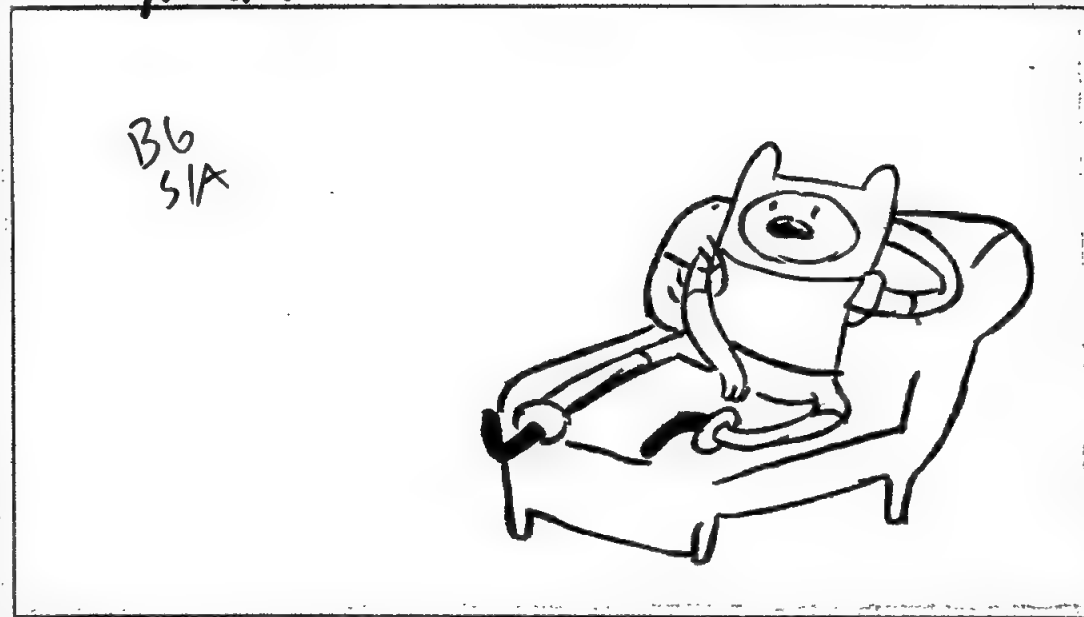
1025/171

ADVENTURE TIME

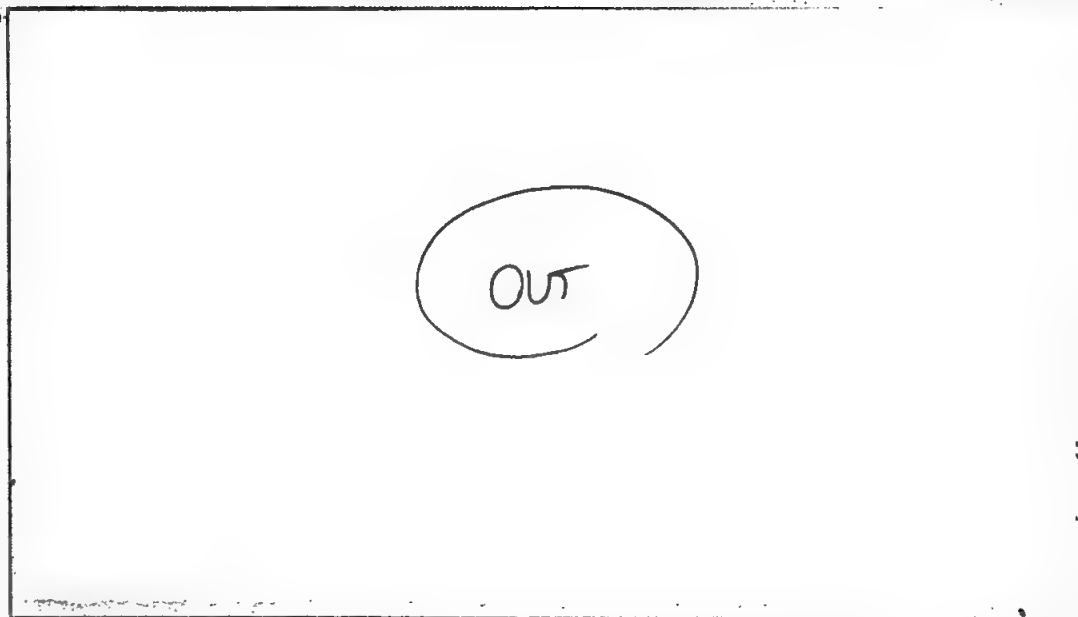


Page 81

Sc. **TD cont** Pnl. **C** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Ⓔ TON OF gamboni
LEFT

Action:

Timing:

JAN 14 2014

EPISODE #

1025-171

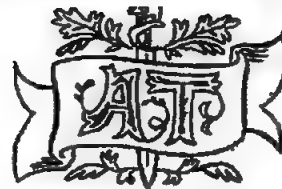
Production :

1025/171

1025/171

Cut

ADVENTURE TIME



Hu
Cut

Page 82

Sc. 74 Pnl. A Bg. day night



Sc. 75 Pnl. A Bg. day night



Dialog:

(J) Hmm...

Action:

JAN 14 2014

Timing:

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Production :

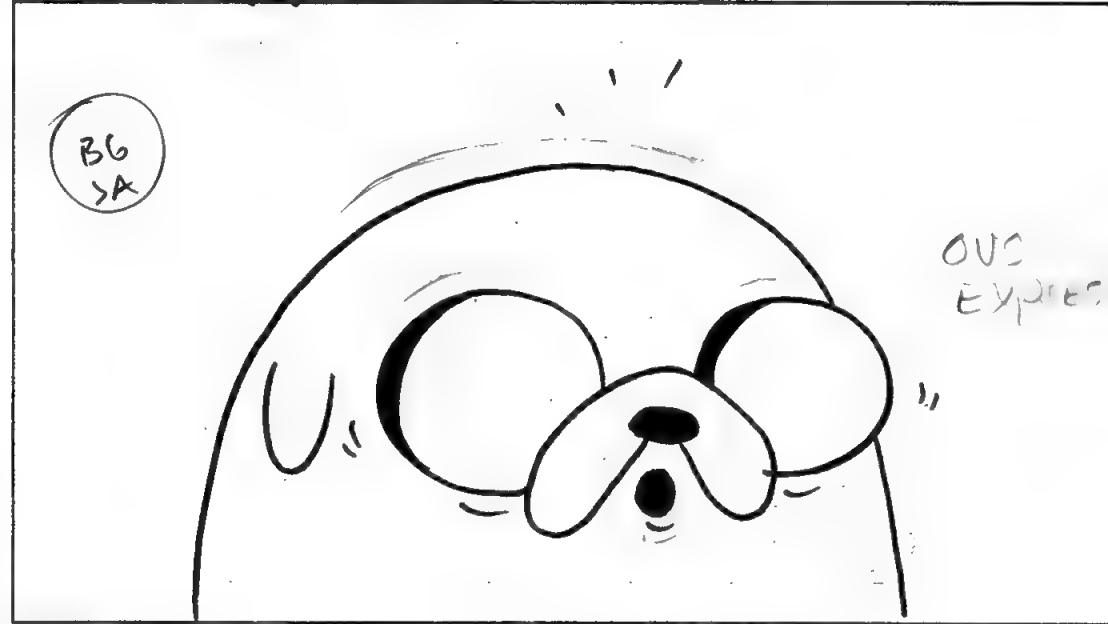
1025/171

ADVENTURE TIME



Page 83

Sc. 75 *cont* Pnl. B Bg. day night



Sc. 75 *cont* Pnl. C Bg. day night



Dialog:	(J) GASP	(J) LOOK AT THOSE GAMS!!!
Action:	(P1) (EYES LOOK UP)	JAN 14 2014
Timing:		

HO
cut
EPISODE # 1025-171

1025/171

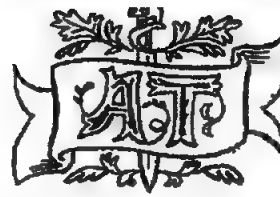
Production :

1025/171

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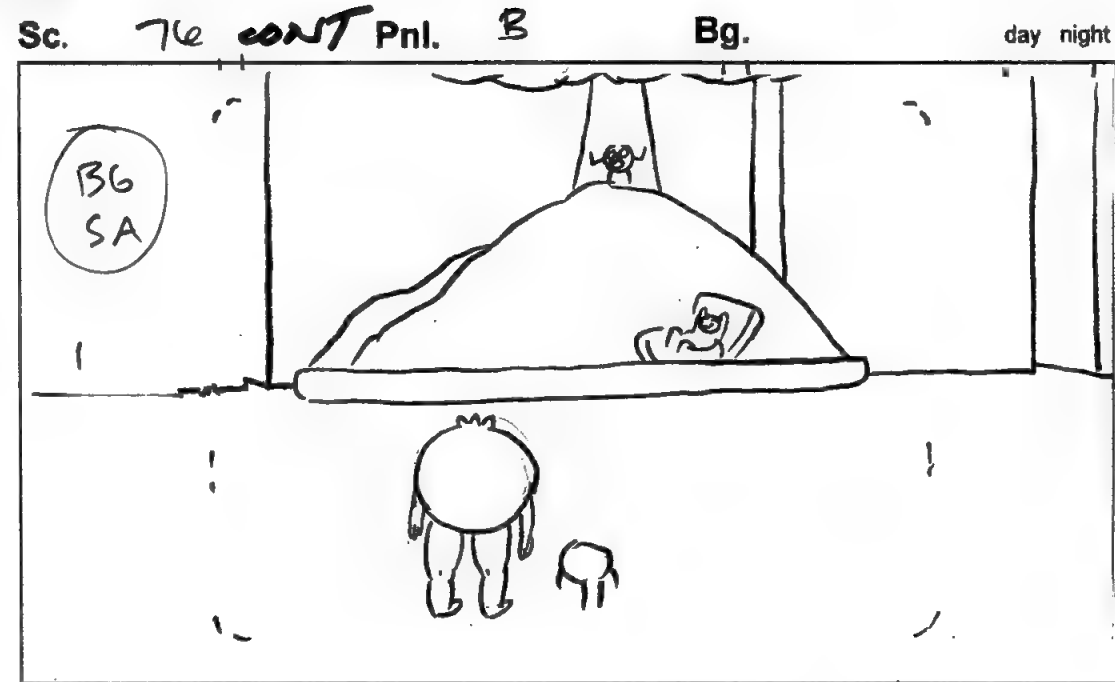
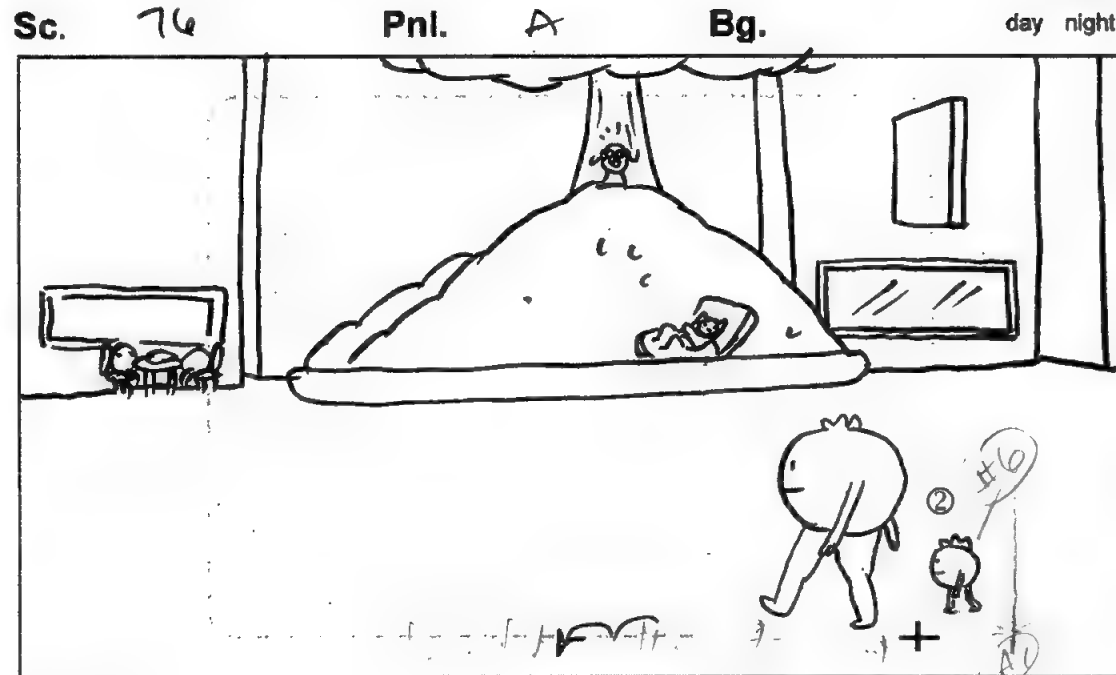
HW
Cut

ADVENTURE TIME



Page 84

HW
Cut



Dialog:

⑤ AYO! legs! LESS!

⑤ YOU WANNA BAG OF MONEY?

Action:

Dancer blue berry
and friend walk

JAN 14 2014

Timing:



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Production :

1025:171

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Hu
Cut

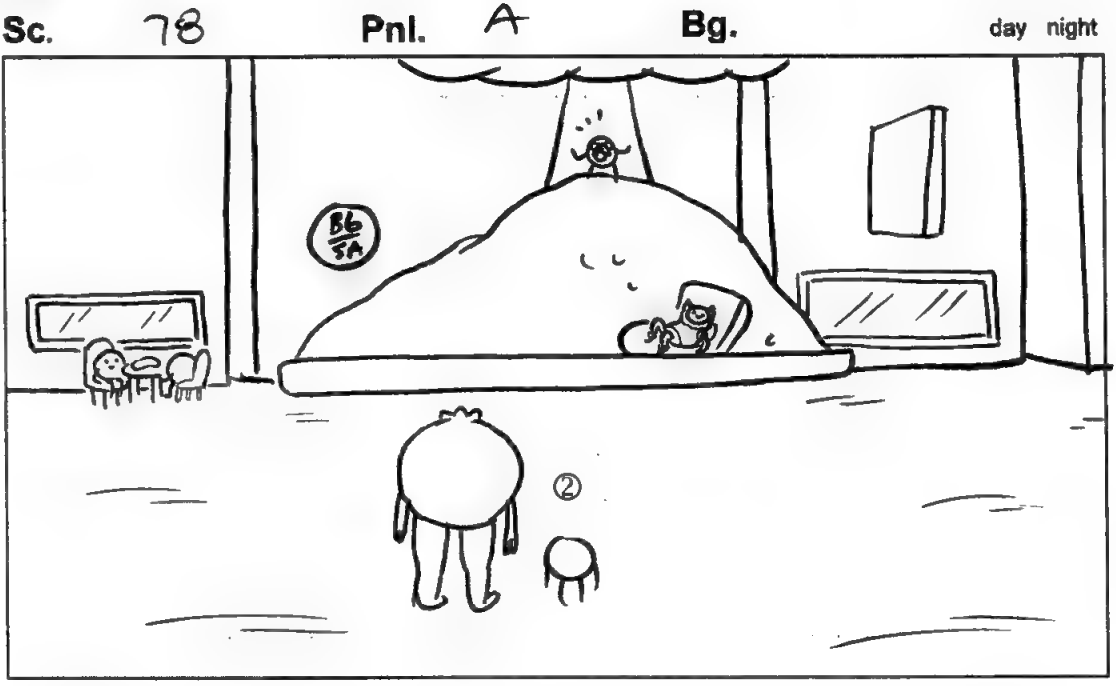
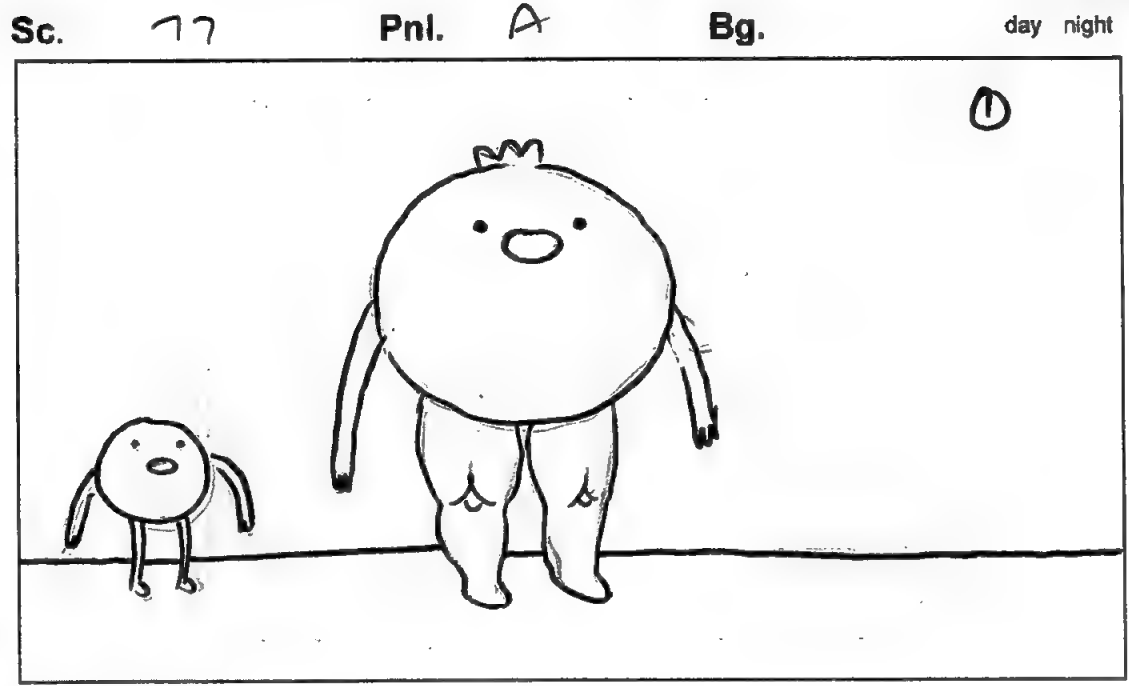
ADVENTURE TIME




Hu
Cut


Page 85

Hu
Cut



Dialog: Blue berry DANCER - SURE! J/ (Yelling) Well what are you gonna do for it!?

Action: 

Timing: 

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Production :

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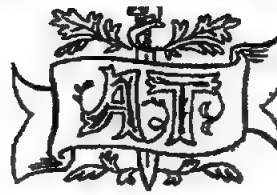
1025/171

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1025/171

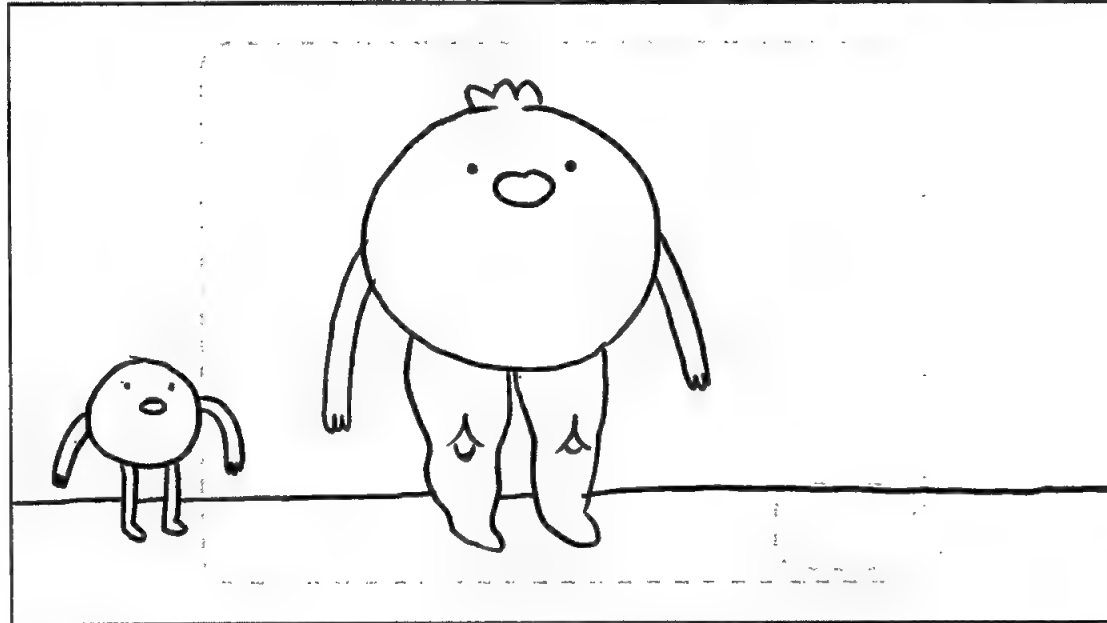
Ho
Cut

ADVENTURE TIME

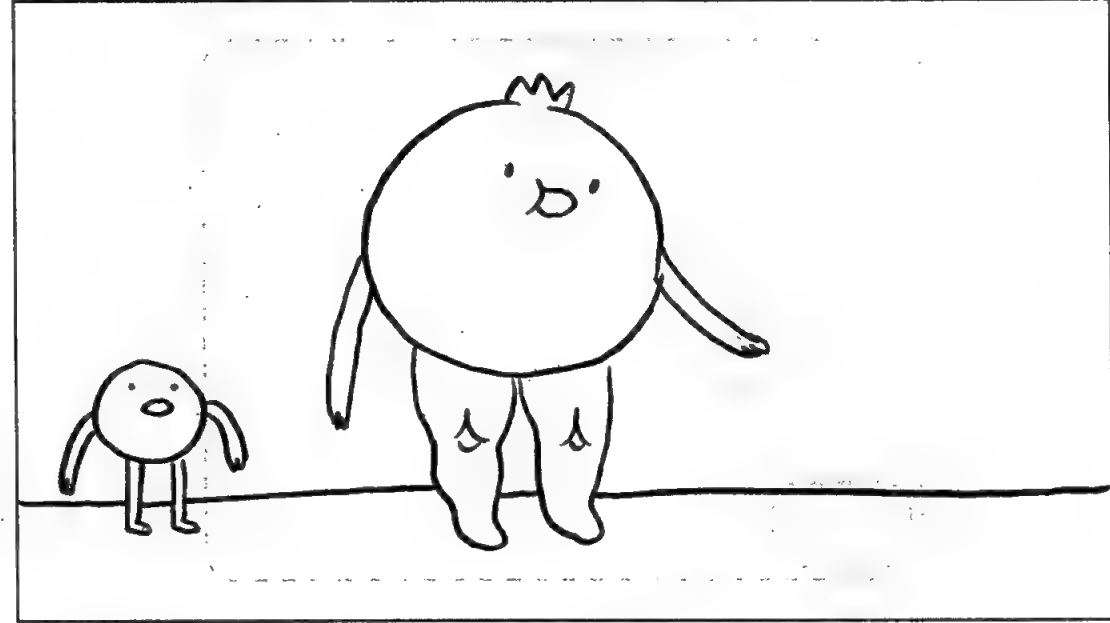


Page 86

Sc. 79 Pnl. A Bg. day night



Sc. 79 cont Pnl. B Bg. day night



Dialog:

(b) (MEERLY) WELL UM...

Action:

(START POSE)

JAN 14 2014

Timing:

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EPISODE #

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Production :

1025/171

ADVENTURE TIME

NO
SC
80



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Sc. 79 *cont*

Pnl. C

Bg.

day night

Sc. 81

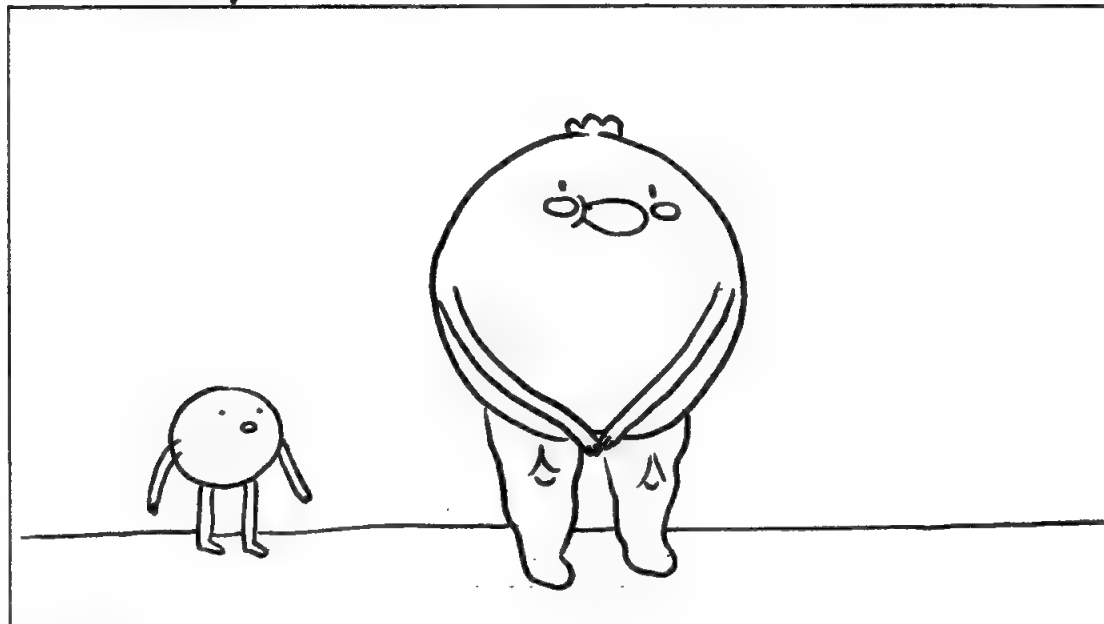
81

Pnl. A

A

Bg.

day night



Dialog:

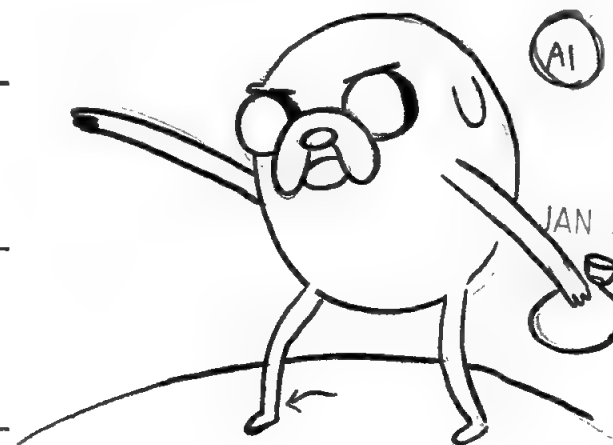
(B) (EMBARRASED) I AM A D'ANCER
BY TRADE.

(J) SHOW ME

Action:

(JAKE
REELS
BACK)

Timing:



JAN 14 2014

Production :

EPISODE #

1025-171

1025/171

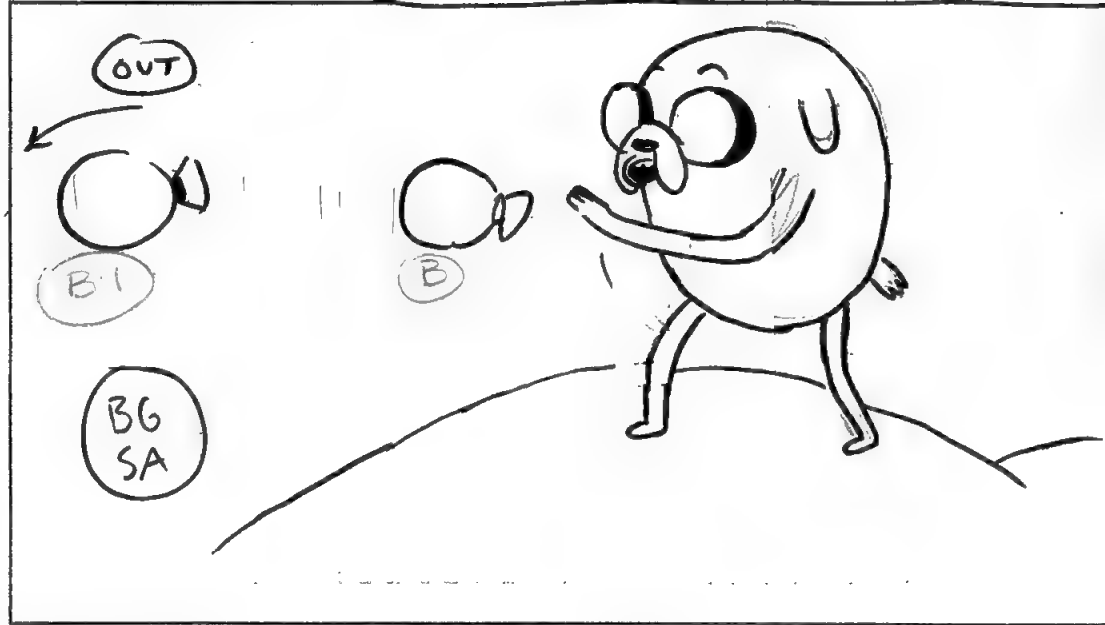
1025/171

ADVENTURE TIME

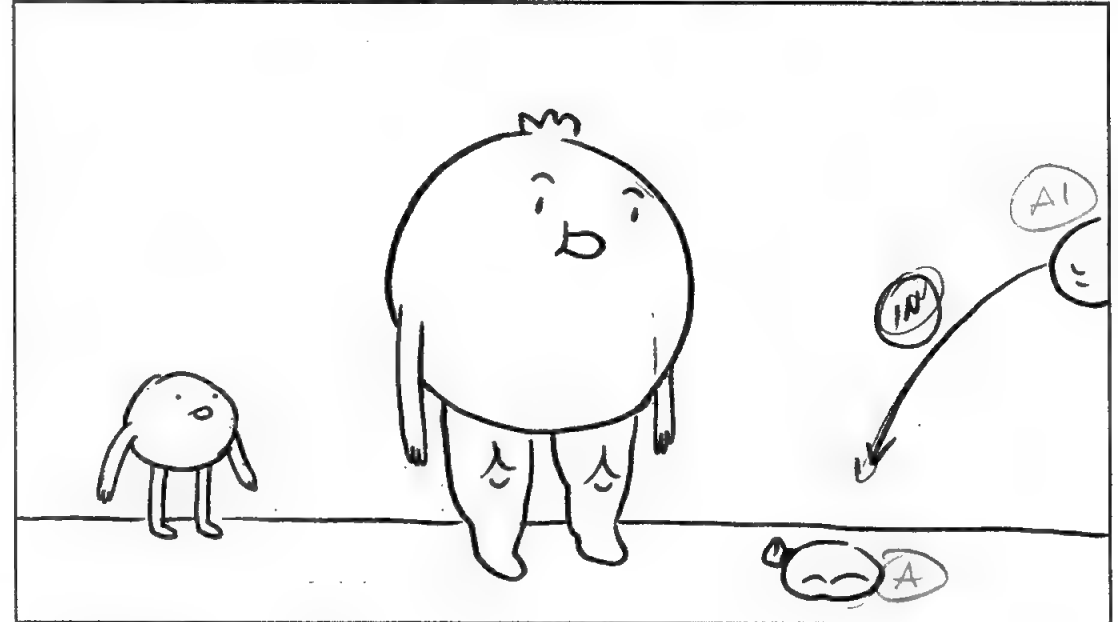


Page 88

Sc. 81 cont Pnl. B Bg. day night



Sc. 82 Pnl. A Bg. day night



Dialog:

Action:

Take hucks bag

JAN 14 2014

Timing:

1025-171

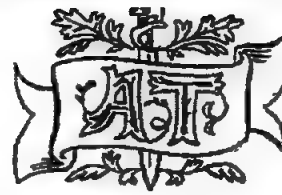
EPISODE #

1025/171

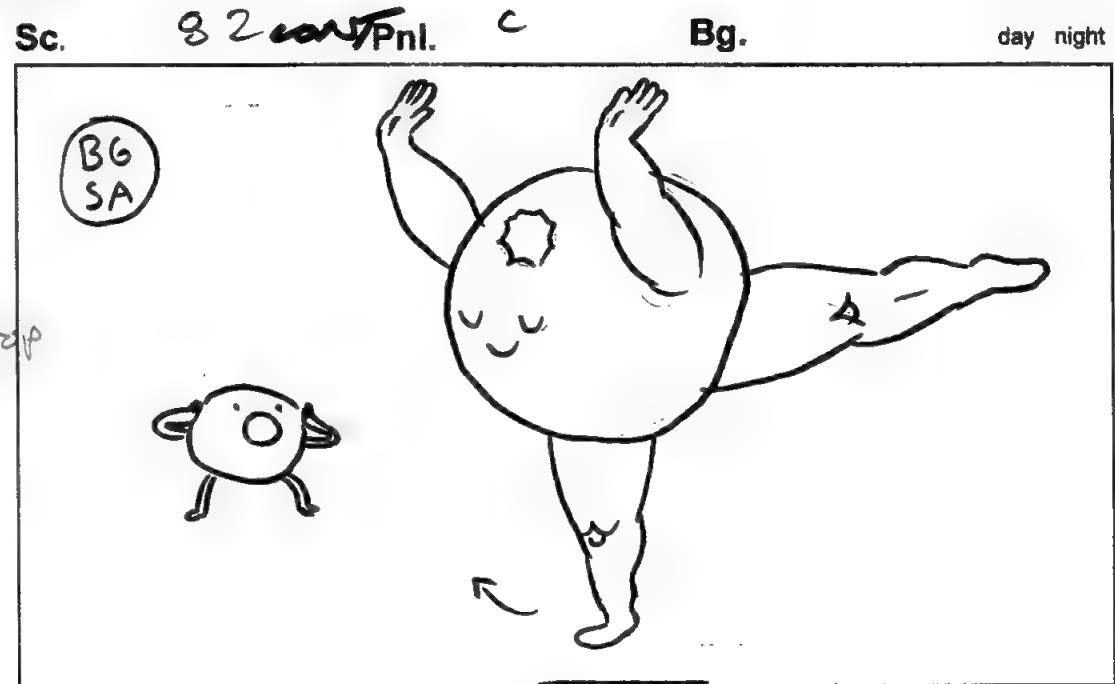
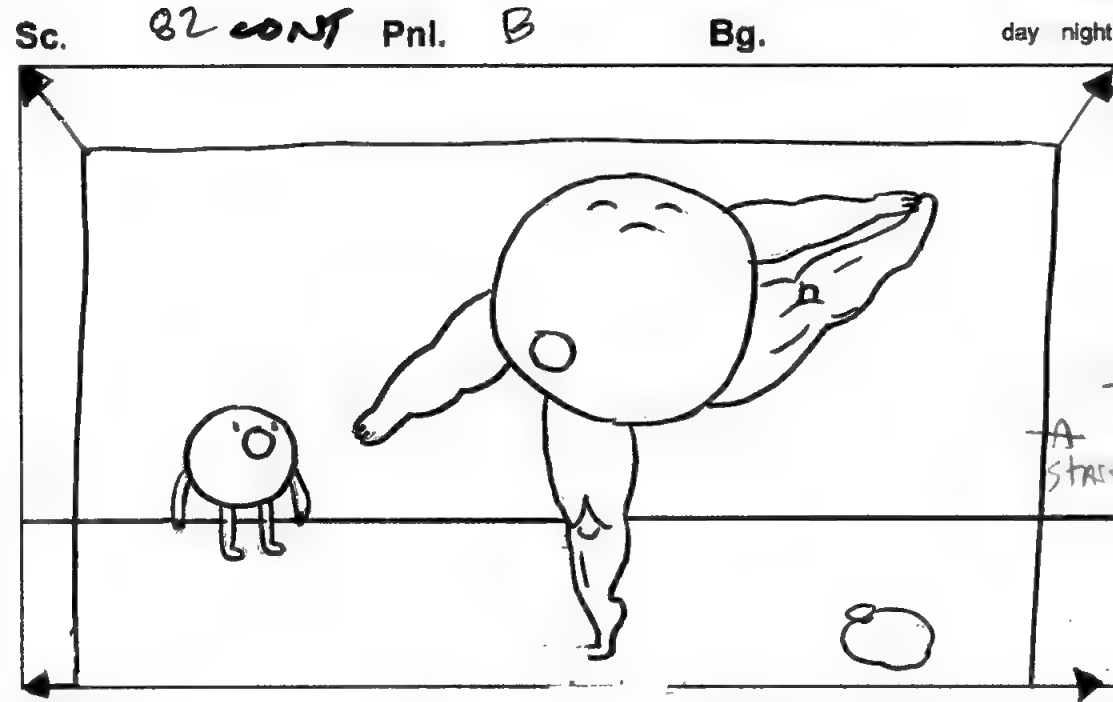
Production :

1025/171

ADVENTURE TIME



Page 89



Dialog:

Action: -BB DANCER (CAM TRUCK OUT)
STARS DANCING.

-BBD TURNS GRACEFULLY

JAN 14 2014

Timing:

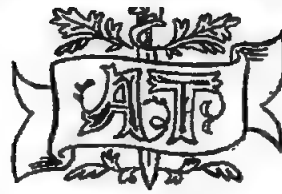
EPISODE # 1025-171

Production :

1025/171

1025/171

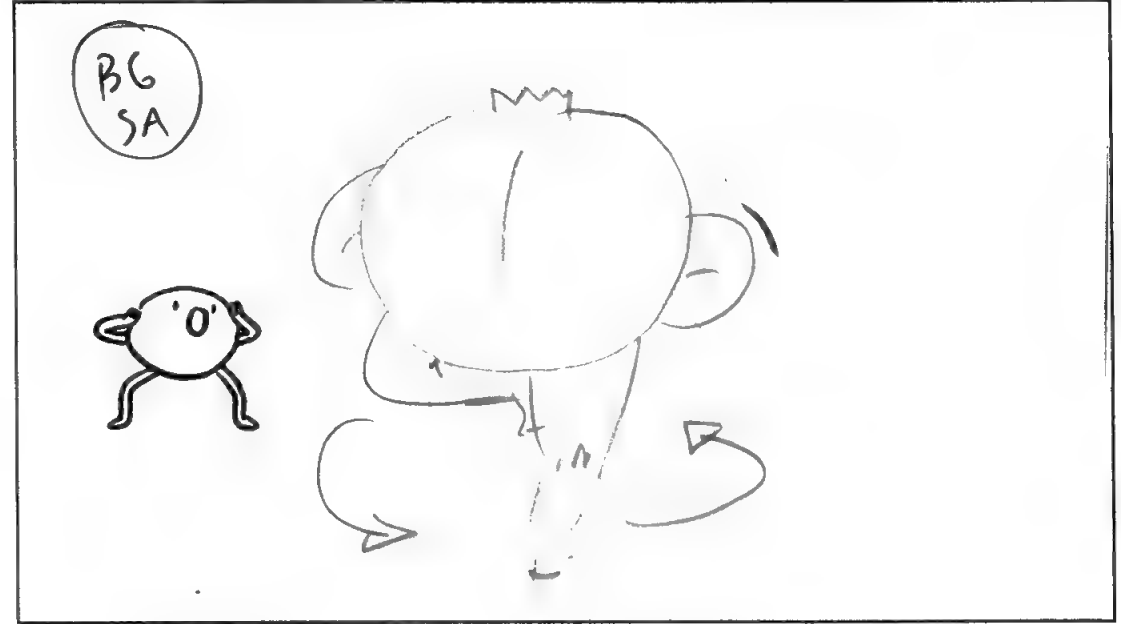
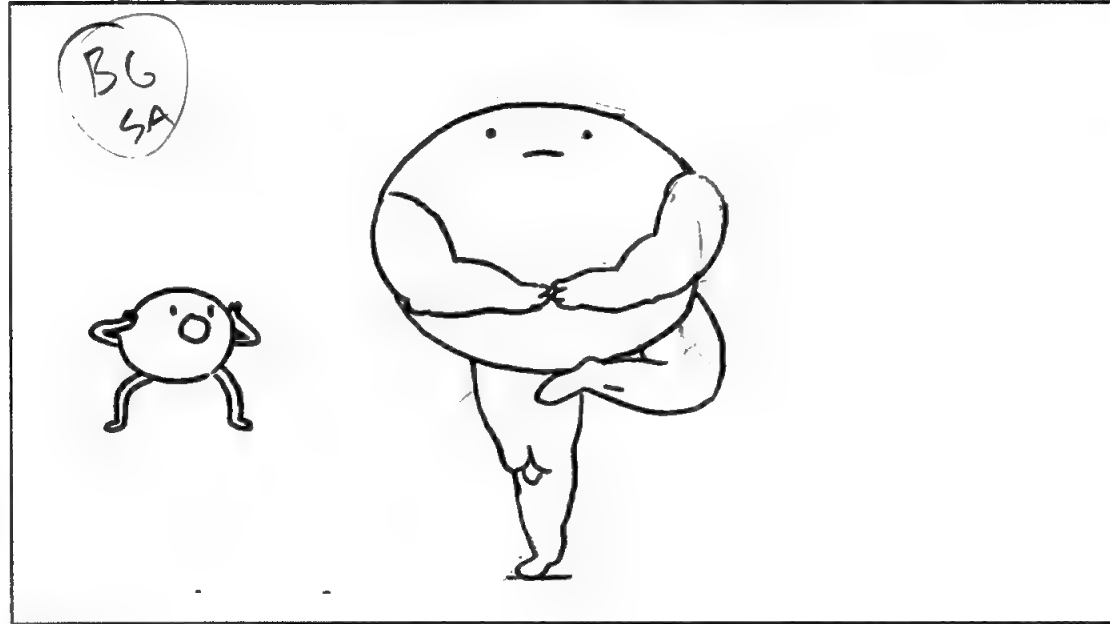
ADVENTURE TIME



Page 90

Sc. 82 cont Pnl. D Bg. day night

Sc. 82 cont Pnl. E Bg. day night



Dialog:
Action: <div style="text-align: center;"> <p>↶ SPIN x 2 ↷</p> <p>JAN 14 2014</p> </div>
Timing:

HU
Gut

1025-171

EPISODE #

1025/171

Production :

1025/171

1025/171

ADVENTURE TIME

Page 91

Sc. 83

Pnl. *A*

Bg.

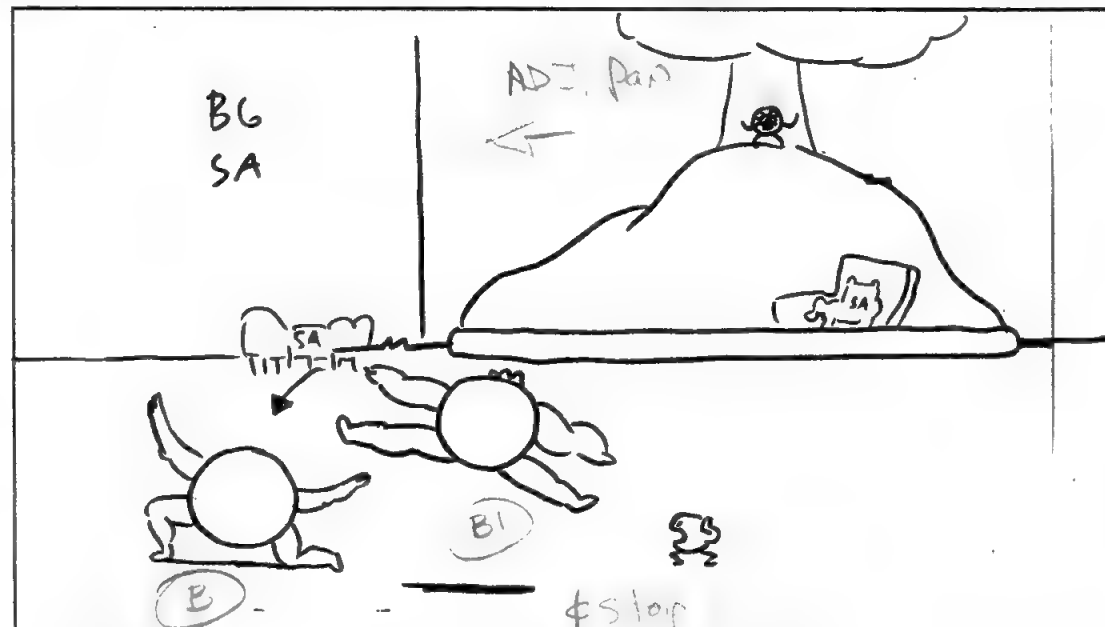
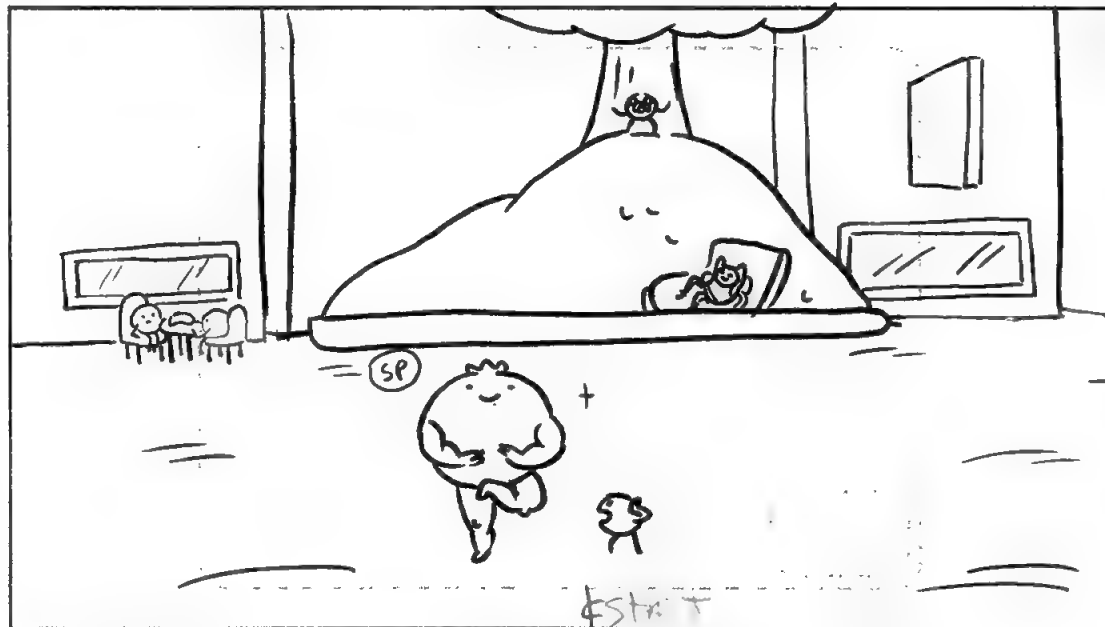
day night

Sc. 83 CONT Pnl. B

B

Bg.

day night



Dialog:

Action:

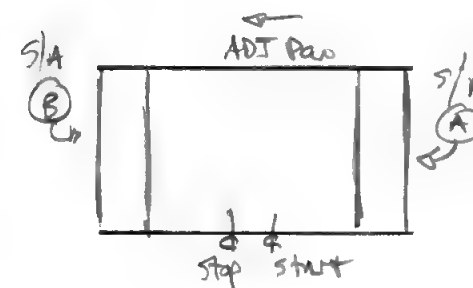
Timing:



DANCER:
BLUEBERRY ~~MAN~~: HUP!

JAN 14 2014

- Jumps
- LANDS



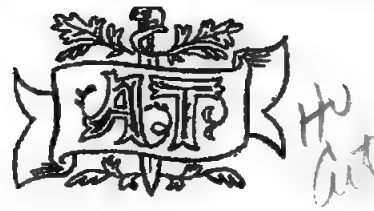
EPISODE # 1025-171

1025/171

Production :

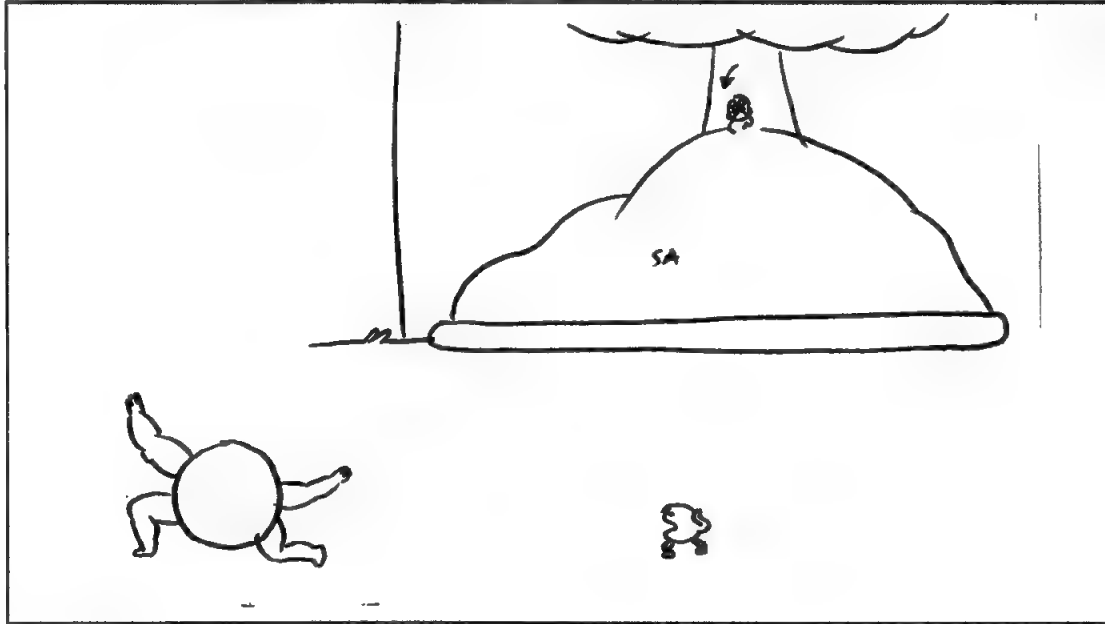
1025/171

ADVENTURE TIME

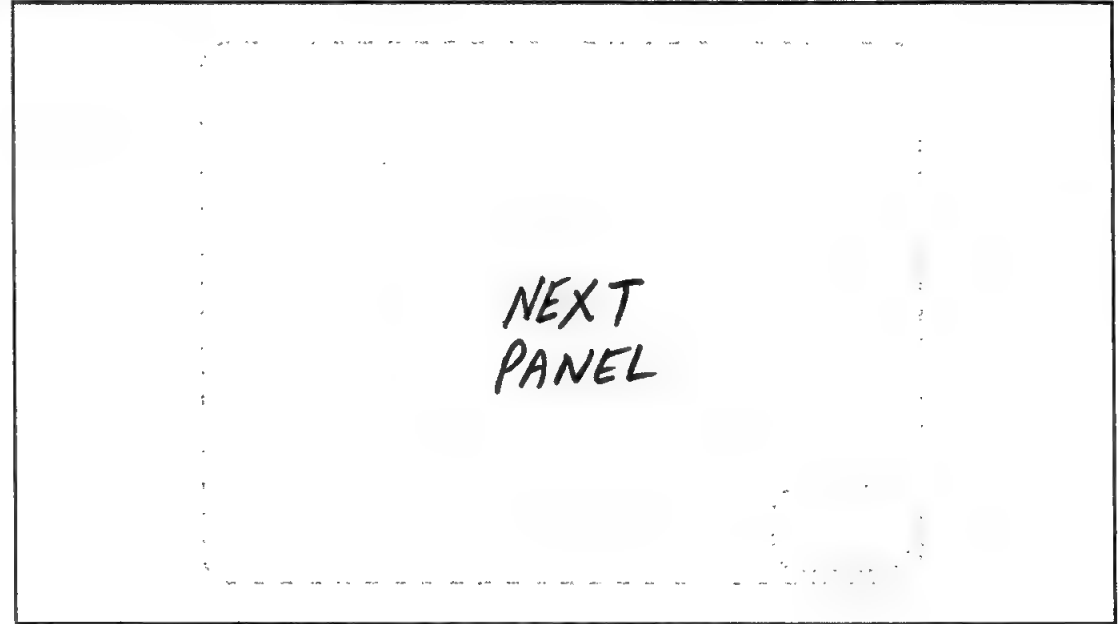


Page 92

Sc. 83 *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Jaice starts to dance.

JAN 14 2014

Timing:

1025-171

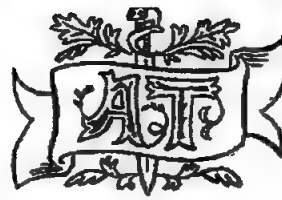
EPISODE #

1025/171

Production :

1025/171

ADVENTURE TIME

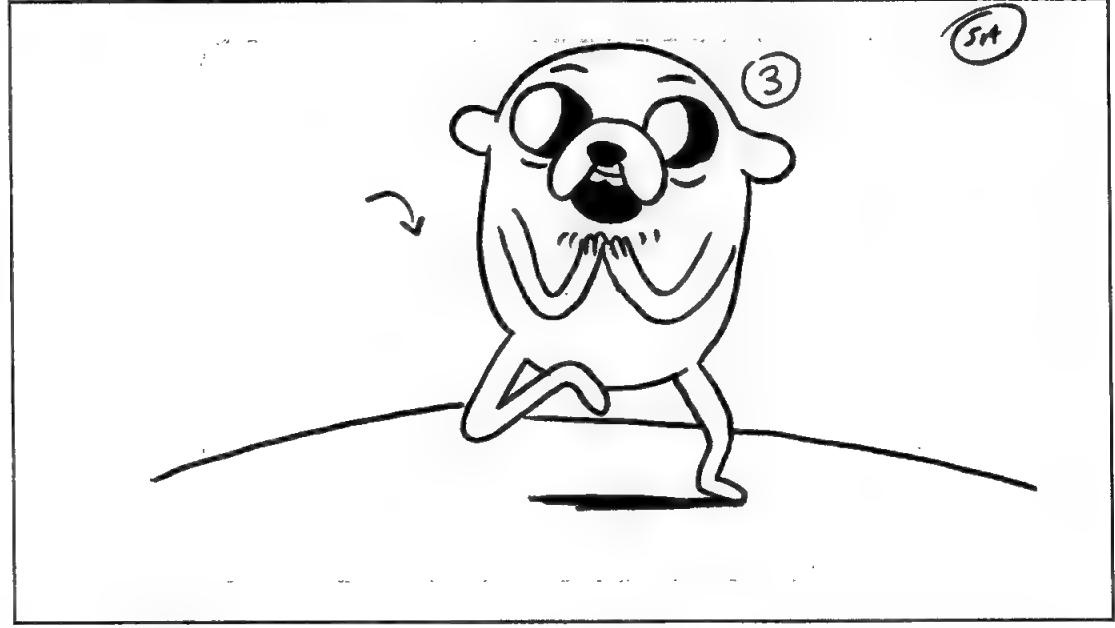


Page 93

Sc. 84 Pnl. A Bg. day night



Sc. 84 cont Pnl. B Bg. day night



Dialog:

Cycle (A1)
CLAP (A1)

Action:

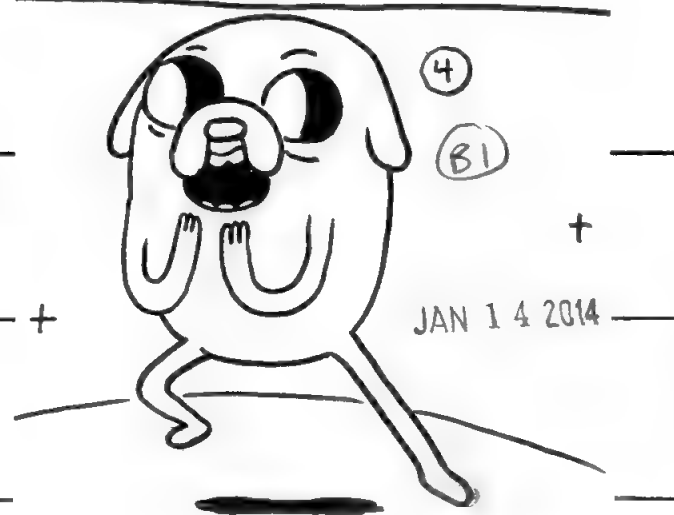
ears
OVERLAP



J: HAH HAH HAH HAH !!!

- Jumps side to side
claps rapidly.

CYCLE:
①, ②, ③, ④ REPEAT



EPISODE# 1025-171

Production :

1025/171

1025/171

Ho
Cud

1025/171

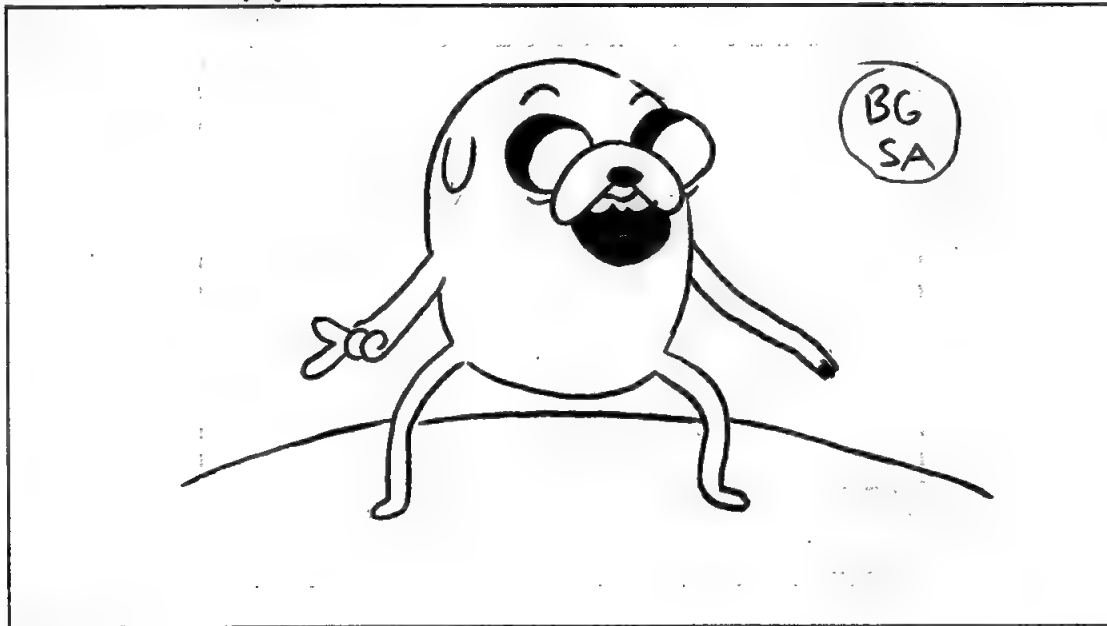
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ADVENTURE TIME

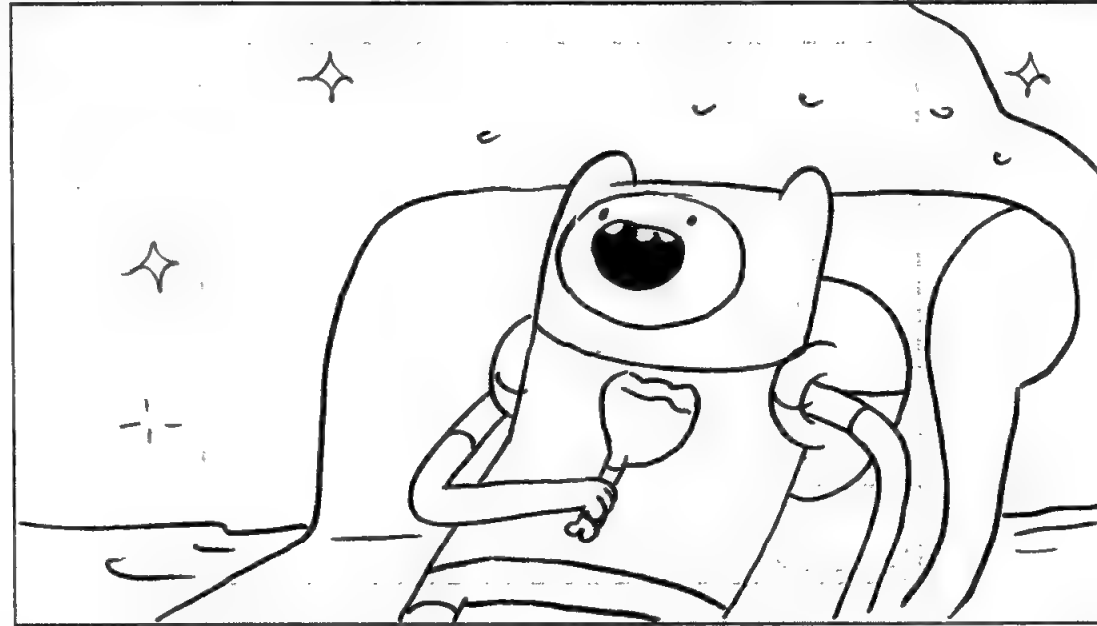


Page 94

Sc. 84 *cont* Pnl. C Bg. day night



Sc. ~~85~~ Pnl. A Bg. day night



Dialog: (J) FINN LOOK! I MADE THIS GUY DANCE! (F) YEAH MAN! HE'S DANCING FOR THAT MONEY!

Action: JAN 14 2014

Timing:

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EPISODE # 1025-171

1025/171

Production :

1025/171

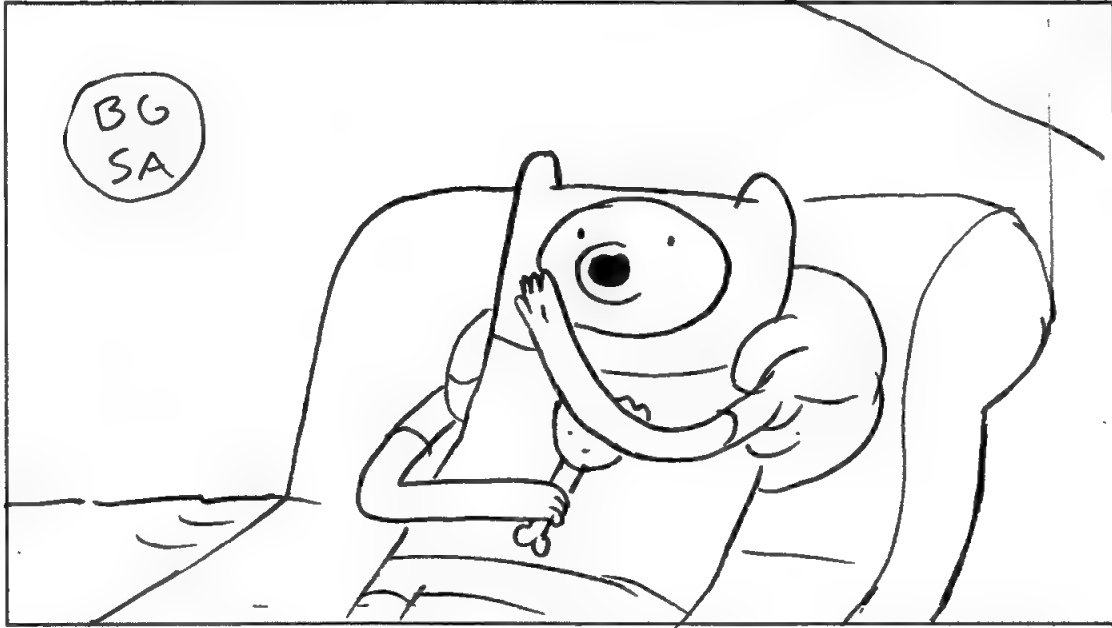
ADVENTURE TIME



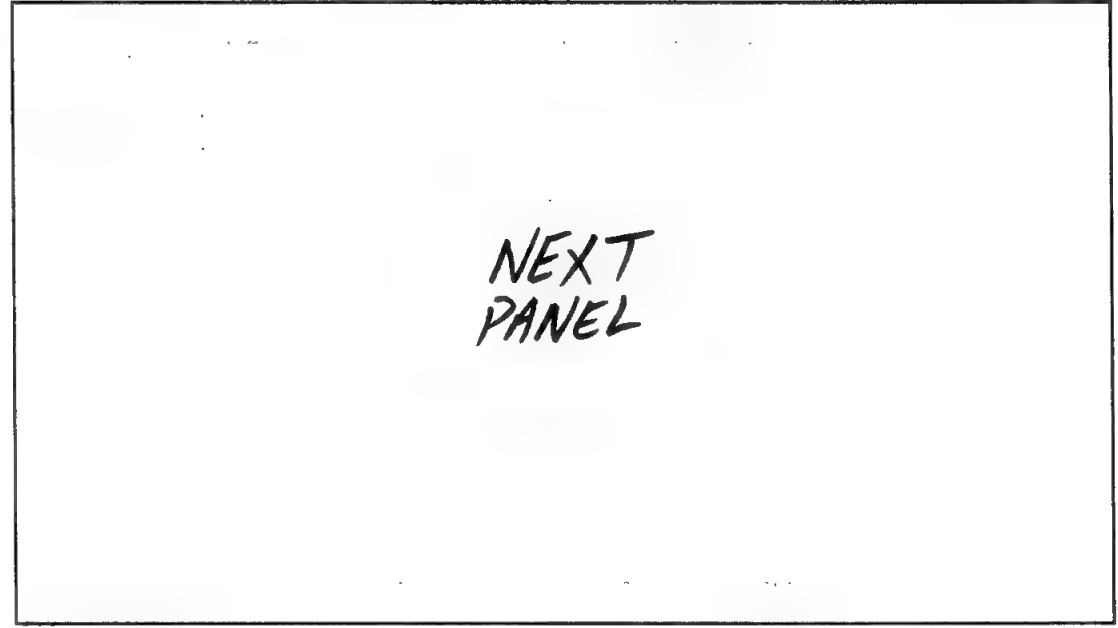
HO
GUT

Page 95

Sc. 85 cont Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

JAN 14 2014

EPISODE # 1025-171

Production :

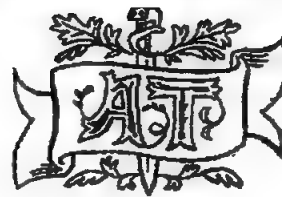
1025/171

1025/171

1025/171
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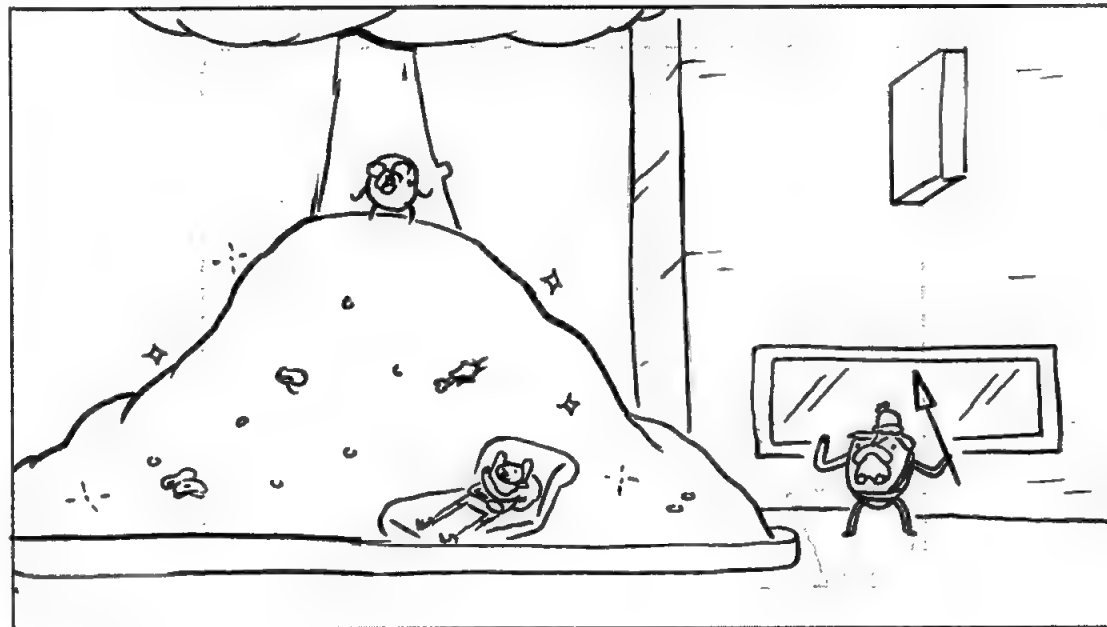
Hu
Cut

ADVENTURE TIME

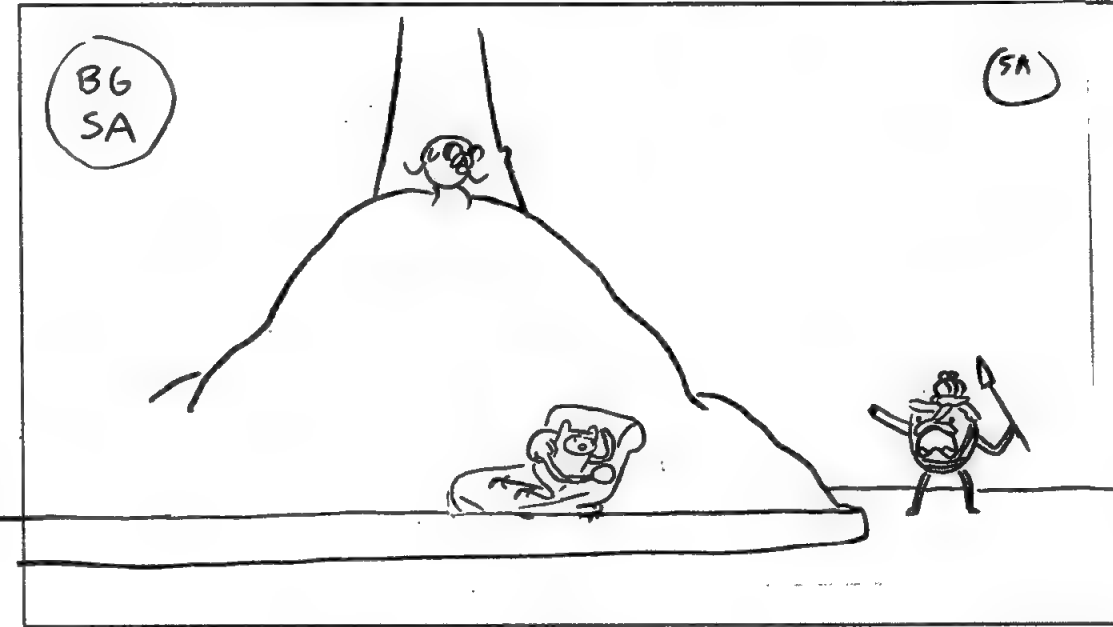


Page 96

Sc. 86 Pnl. A Bg. day night



Sc. 86 CONT Pnl. B Bg. day night

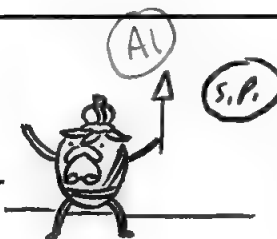


Dialog:

(B6) HOLD IT !

(B6) NO DANCING IN THE
STREETS WITH OUT
A PERMIT!!!

Action:



(- FINN TURNS OVER)

Timing:

JAN 14 2014

Hu
Cut

1025-171

EPISODE #

1025/171

Production :

1025/171

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Ho
Cut

ADVENTURE TIME

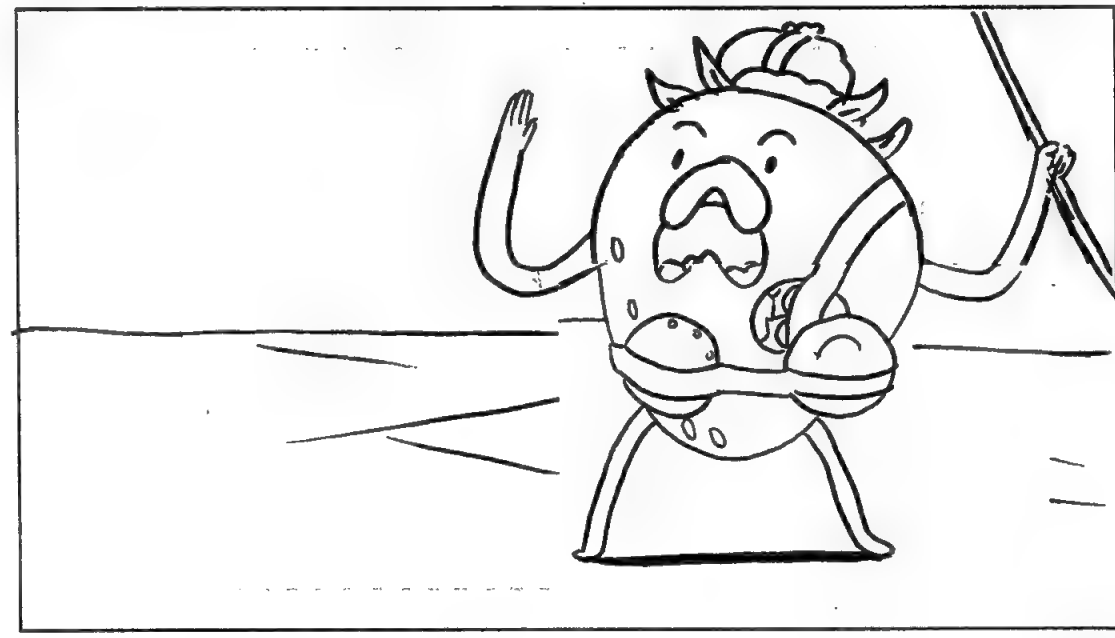


Cut

Sc. 87 Pnl. A Bg. day night

Sc. 88 Pnl. A Bg. day night

Page 97
97A NEXT



Dialog:	(J) GO AWAY DUDE.	(B6) HEY! YOU CAN'T TALK TO ME LIKE THAT!
Action:		
Timing:		

JAN 14 2014

EPISODE # 1025-171

1025/171

Production :

1025/171

ADVENTURE TIME



Page 97A
98 NEXT Cut
day night

Sc. 88 *cont*

Pnl. B

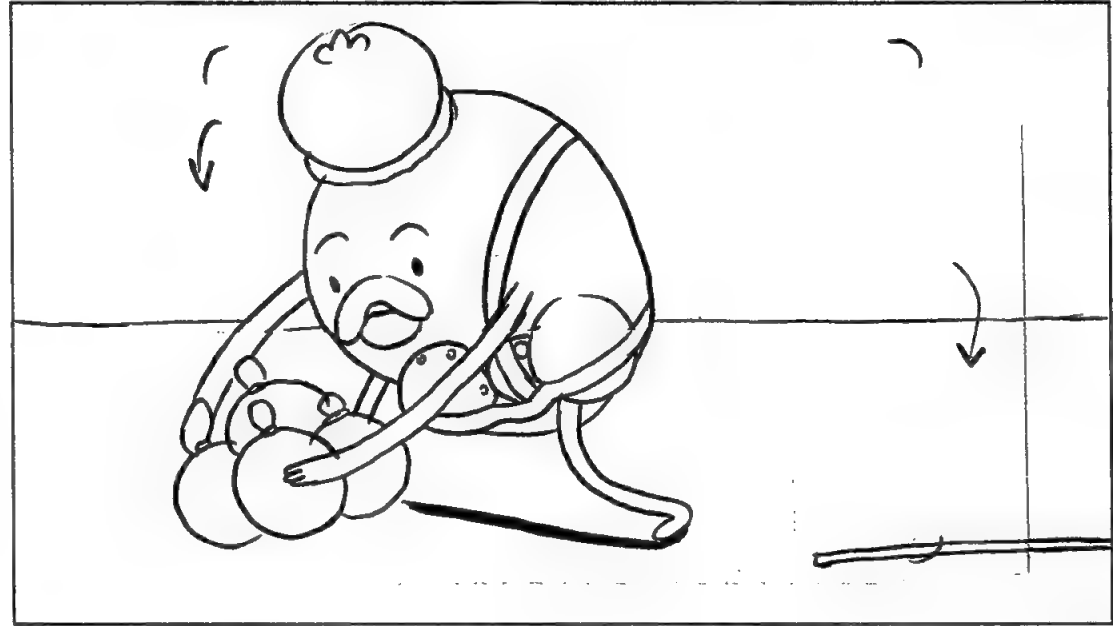
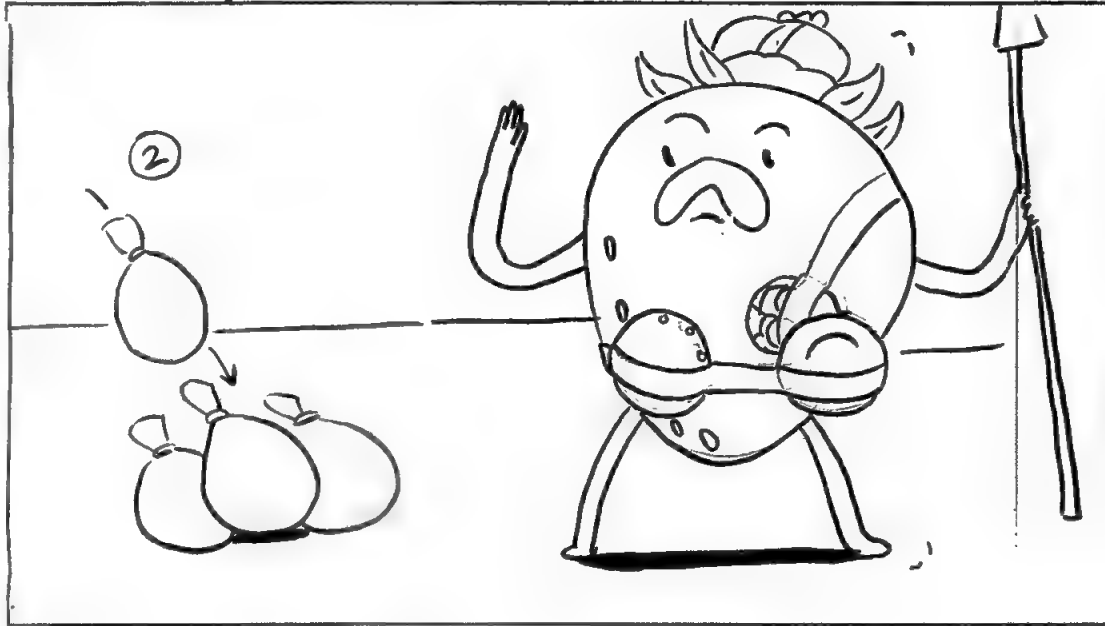
Bg.

day night

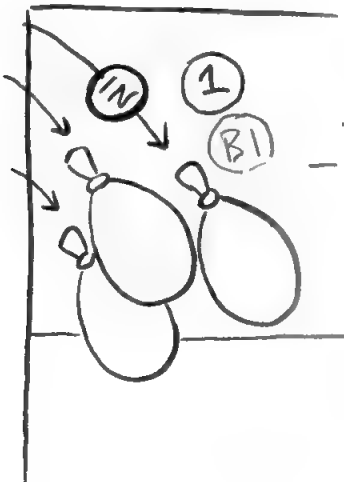
Sc. 88 *cont*

Pnl. C

Bg.



Dialog:



- money bags land in shot.

(Bg) - alright i'm going!

JAN 14 2014

1025-171

EPISODE #

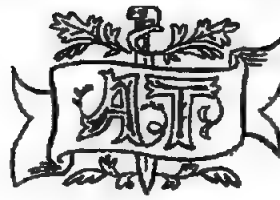
1025/171

Production :

1025/171

1025-171

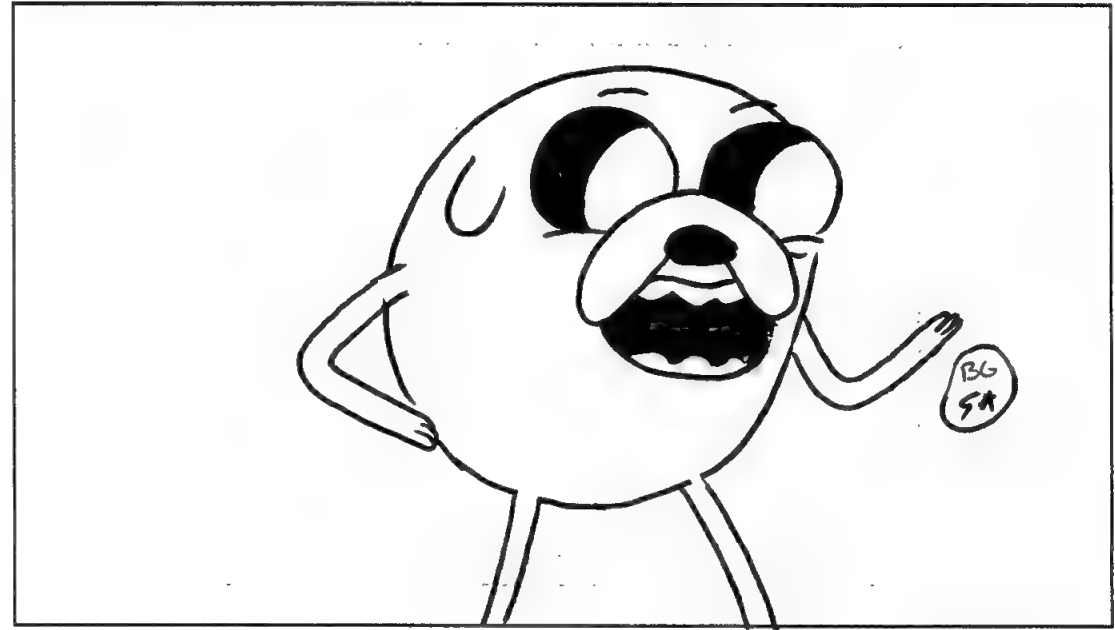
ADVENTURE TIME



Page **98**

Sc. **89** Pnl. **A** Bg. day night

Sc. **89 cont** Pnl. **B** Bg. day night



Dialog:

⑤ HAHAHAA !!!

⑤ THIS IS CRAZY, PEOPLE DO ANYTHING FOR MONEY!

Action:

①

① AI

JAN 14 2014

Timing:

1025/171

Hu
Cut

EPISODE # 1025-171

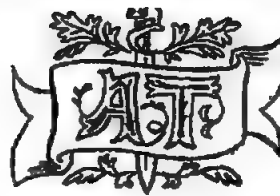
Production :

1025/171

1025/171

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ADVENTURE TIME



Page 99

Sc. 90

Pnl. A

Bg.

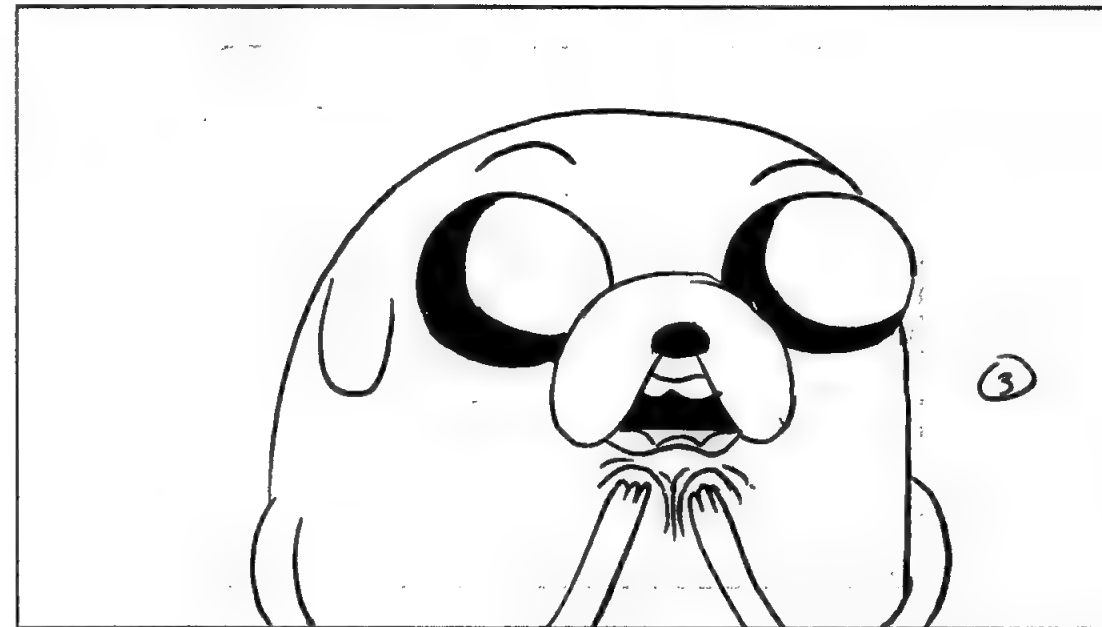
day night

Sc. 90

can't Pnl. B

Bg.

day night



Dialog:

(J) (REALIZING) AND... I'VE GOT A TON OF MONEY...

Action

(S.P.) (A1)

(2) Jake looks up.

Timing



(B1) JAN 14 2014

JAKE pushes up face slow as he says LINE.

EPISODE #

1025-171

1025/171

1025/171

WALL
Hb
Cut

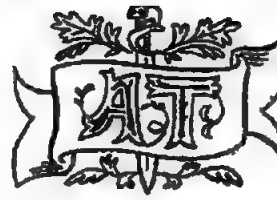
Hb
Cut

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1025/171

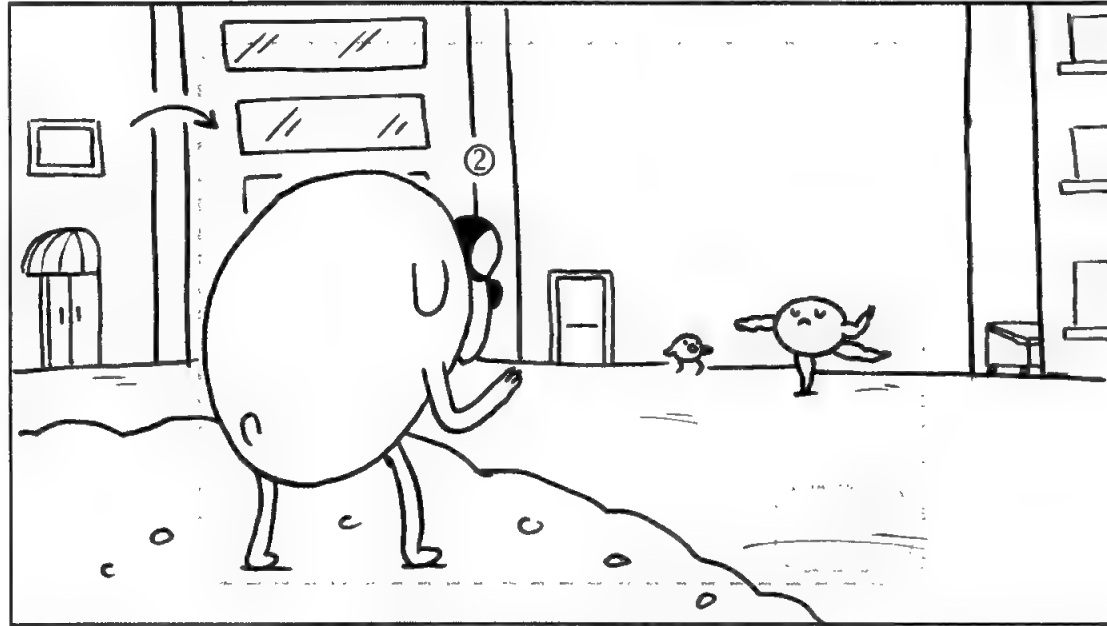
HV
cut

ADVENTURE TIME

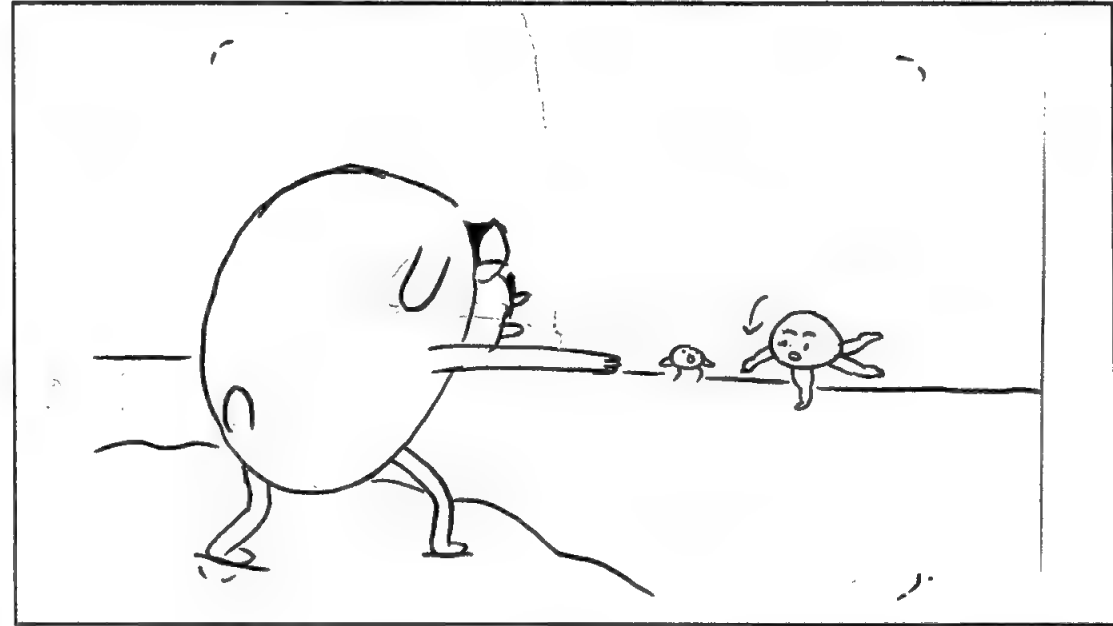


Page 100

Sc. a1 Pnl. A Bg. day night



Sc. a1 CONT Pnl. B Bg. day night



Dialog:

Action:

Timing:



(J) DANCE HARDER, LEGS!

JAN 14 2014

EPISODE #

1025-171

1025/171

Production :

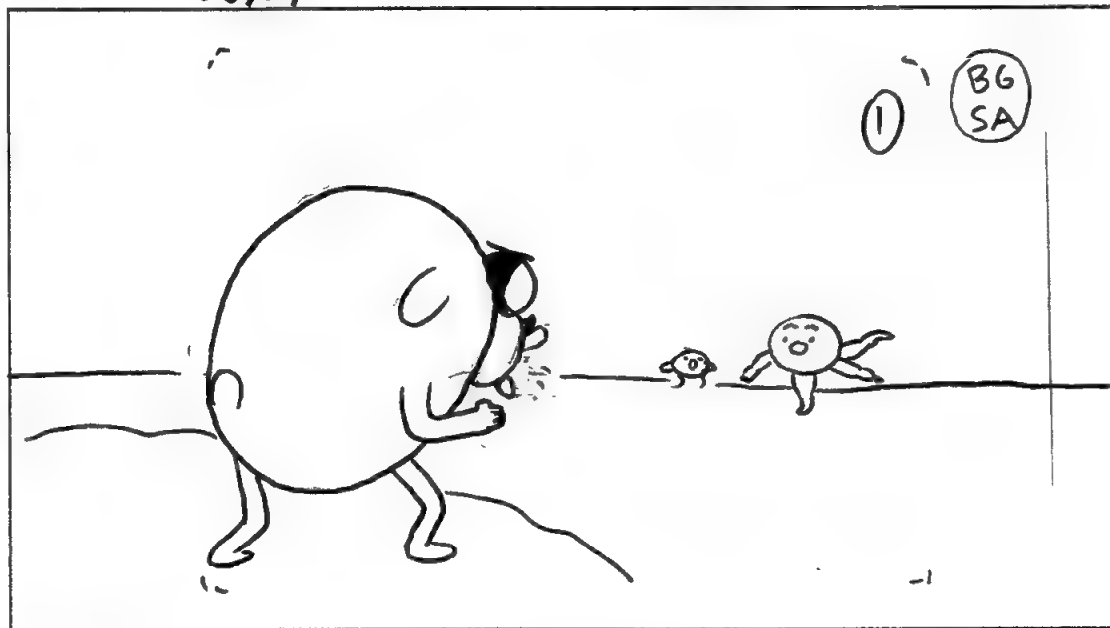
1025/171

ADVENTURE TIME

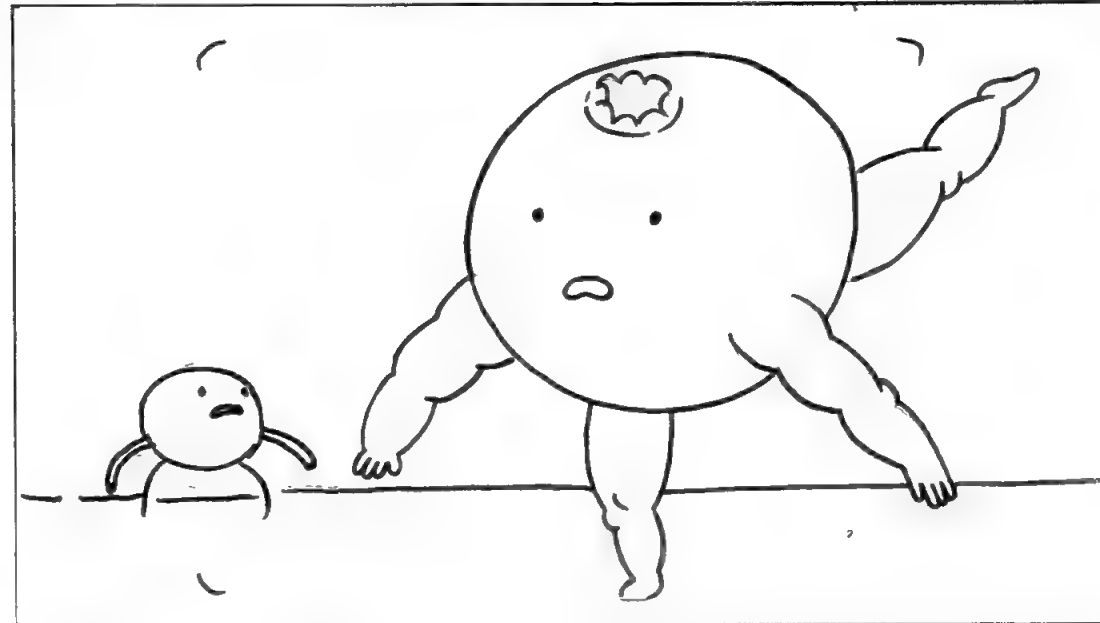


Page 101
101ANEXT
day night

Sc. 91 cont Pnl. C Bg. day night



Sc. 92 Pnl. A Bg.



Dialog:	(J) HARDER !!	
Action:		
Timing:	<p>Grab Coins</p>	<p>Pick up coins</p>

(3) (Jake Scoops up treasure)

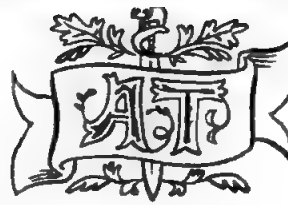
JAN 14 2014

Production :

EPISODE # 1025-171

1025/171

ADVENTURE TIME



Sc.92 cont



Bg.

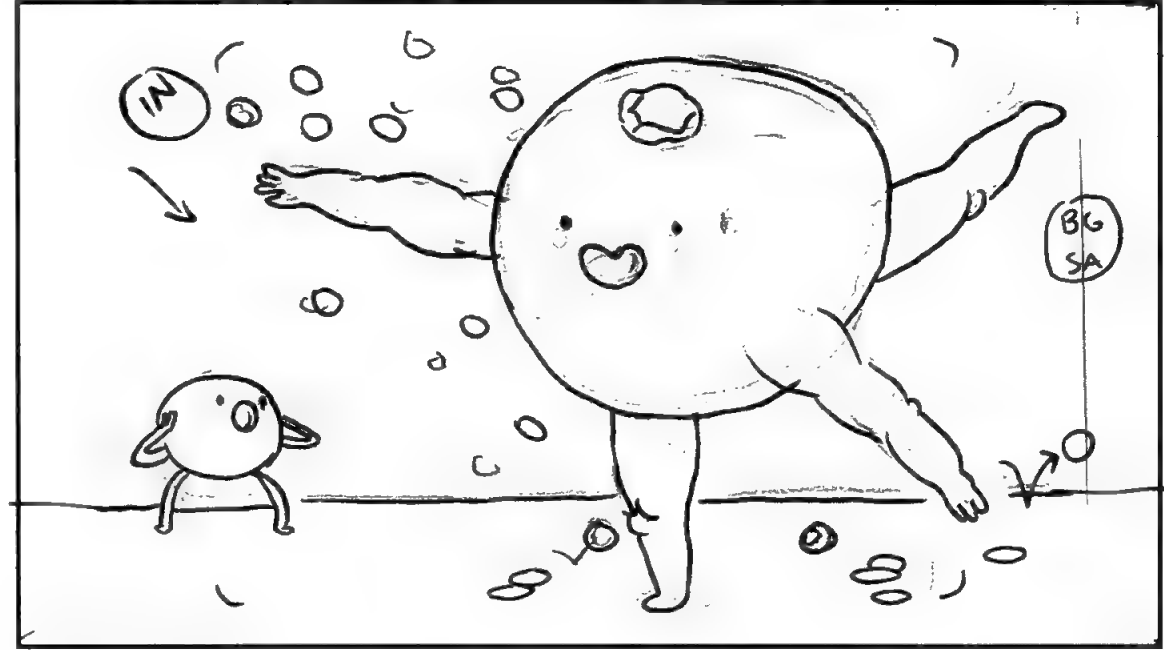
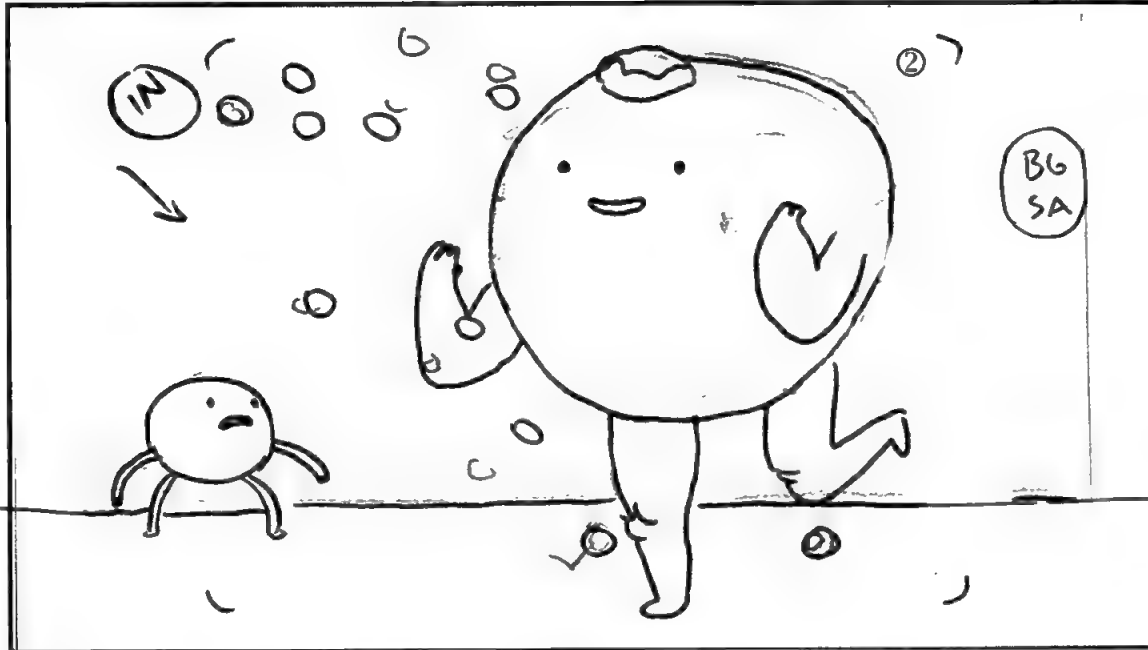
day night

Sc.92 cont



Bg.

Page 101A
102 NEXT
day night



Dialog:

sfx: {change hitting ground}
B. BERRY - ow! HA! ow!

Action:

Timing:

JAN 14 2014

EPISODE #

1025/171

Production:

1025/171

ADVENTURE TIME



Cut

Page 102

Sc. 92 cont



Bg.

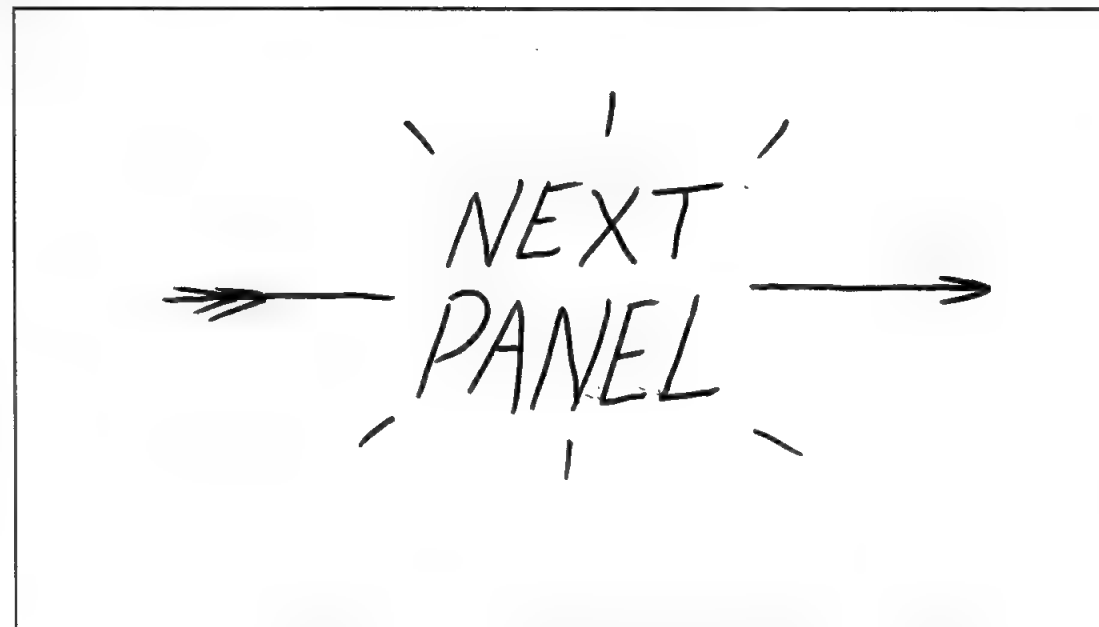
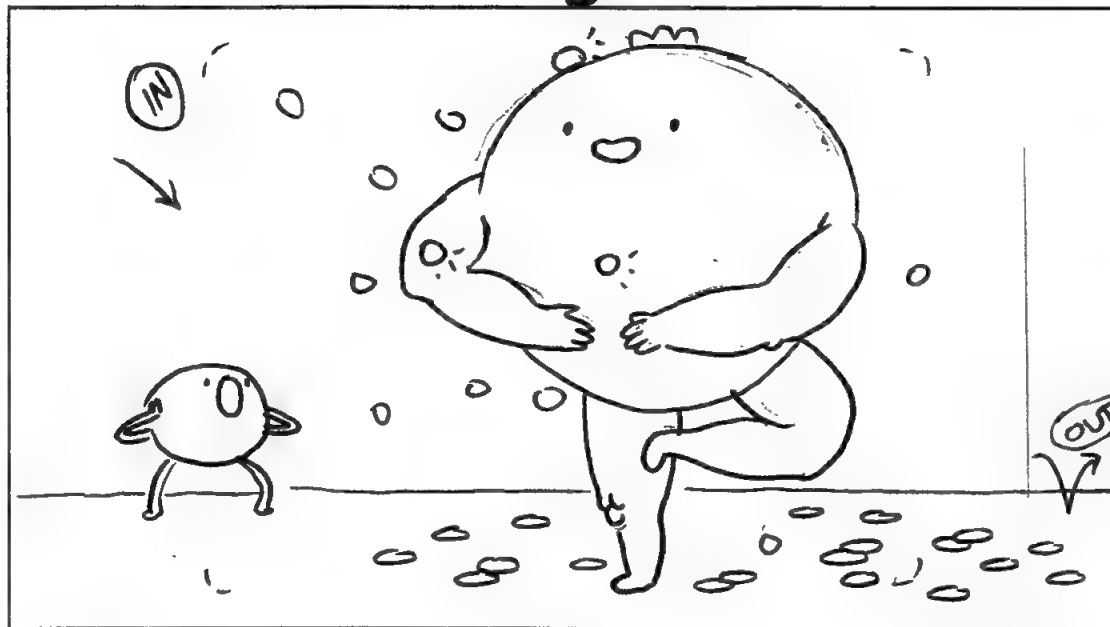
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(bb) - owow!

Action:

(change flies in)

Timing:

JAN 14 2014

EPISODE #

1025-171

Production :

1025/171

1025/171

ADVENTURE TIME



Page 103

Sc. 93

Pnl. A

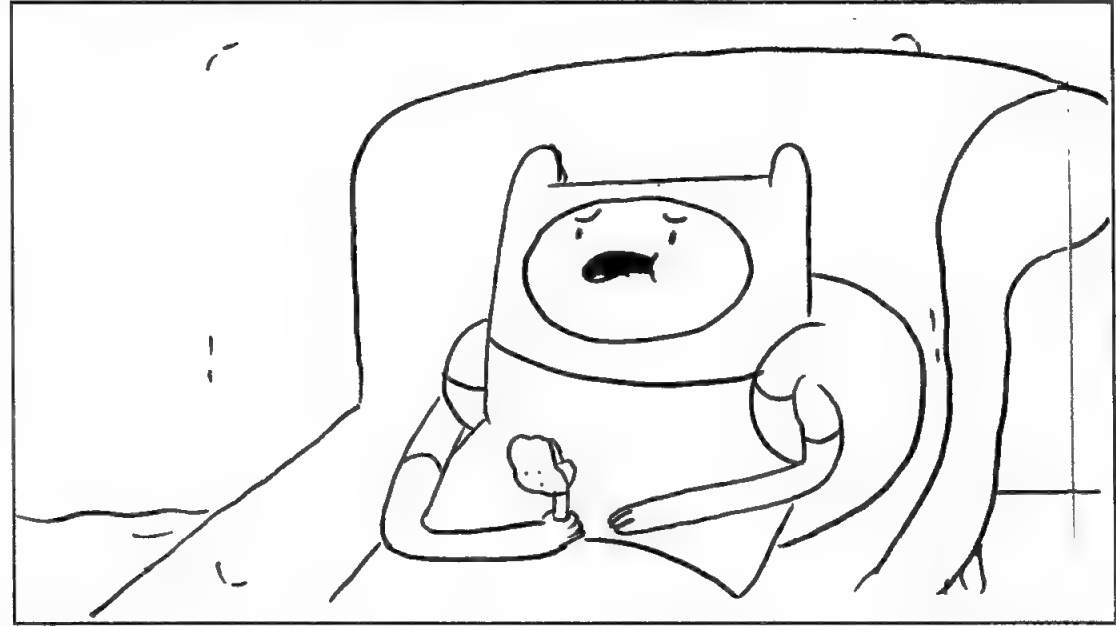
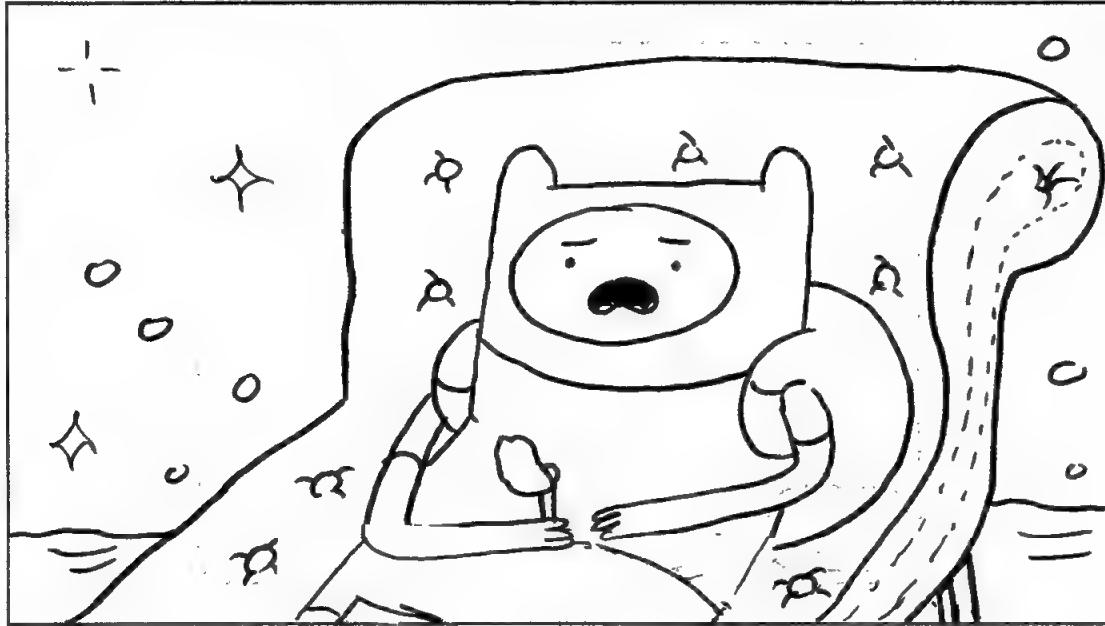
Bg.

day night

Sc. 93 *CONST* Pnl. B

Bg.

day night



Dialog:

(bb): (O.S) ow! ow! AHA! ow!

Action:

FINN LOOKS UP
at Jake

JAN 14 2014

Timing:

Cut

1025-171

EPISODE #

1025/171

Production :

1025/171

1025/171

Crit

ADVENTURE TIME



Page 164

Sc. 94

Pnl. A

Bg.

day night

Sc.

94 cont Pnl. B

Bg.

day night



Dialog:

⑤ H A H A H E H . . .

Action:



(MOOD WEARS OFF . . .)

Timing:

JAN 14 2014

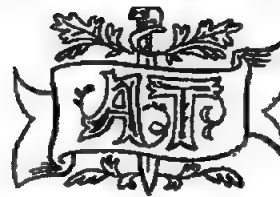
EPISODE # 1025-171

1025/171

Production :

1025/171

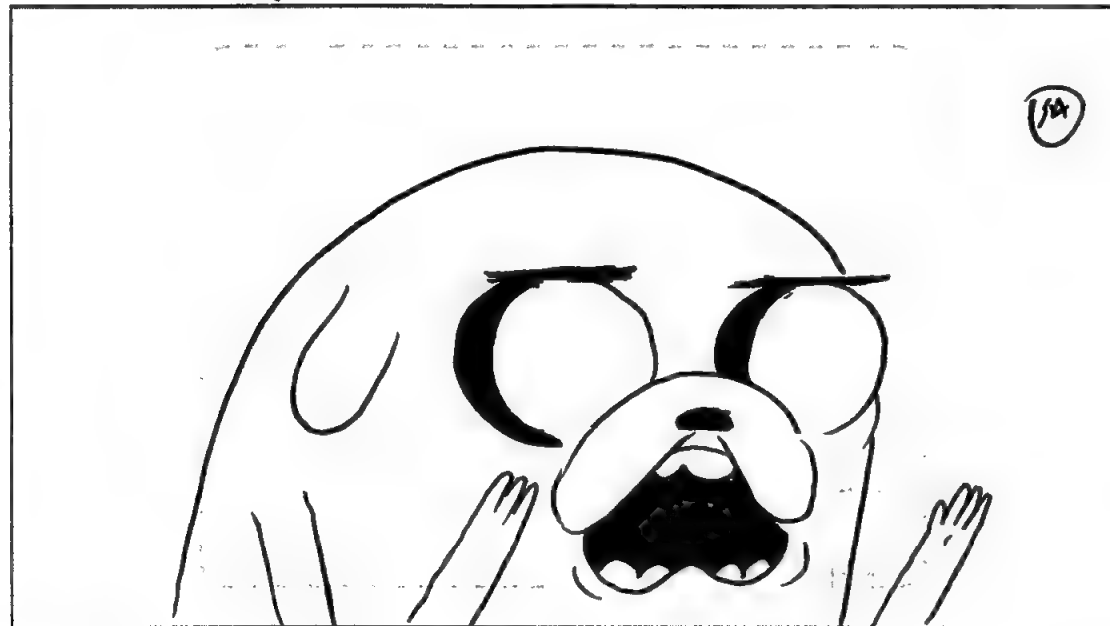
ADVENTURE TIME



Page 109

Sc. 94 CONT Pnl. C Bg. day night

Sc. 94 CONT Pnl. D Bg. day night



Dialog:

⑤ THIS BORES ME!
YOU'RE BORING!

⑤ IT'S TIME TO PUSH THIS
thing further.
break

Action:

Timing:

JAN 14 2014

Production :

EPISODE #

1025-171

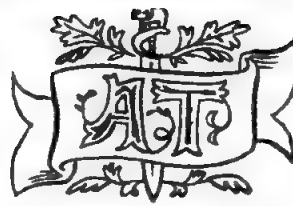
Hu
cut

1025/171

1025. 171

Hu
Cut

ADVENTURE TIME



Page 106

Sc. 95

Pnl.A

Bg.

day night

Sc. 95

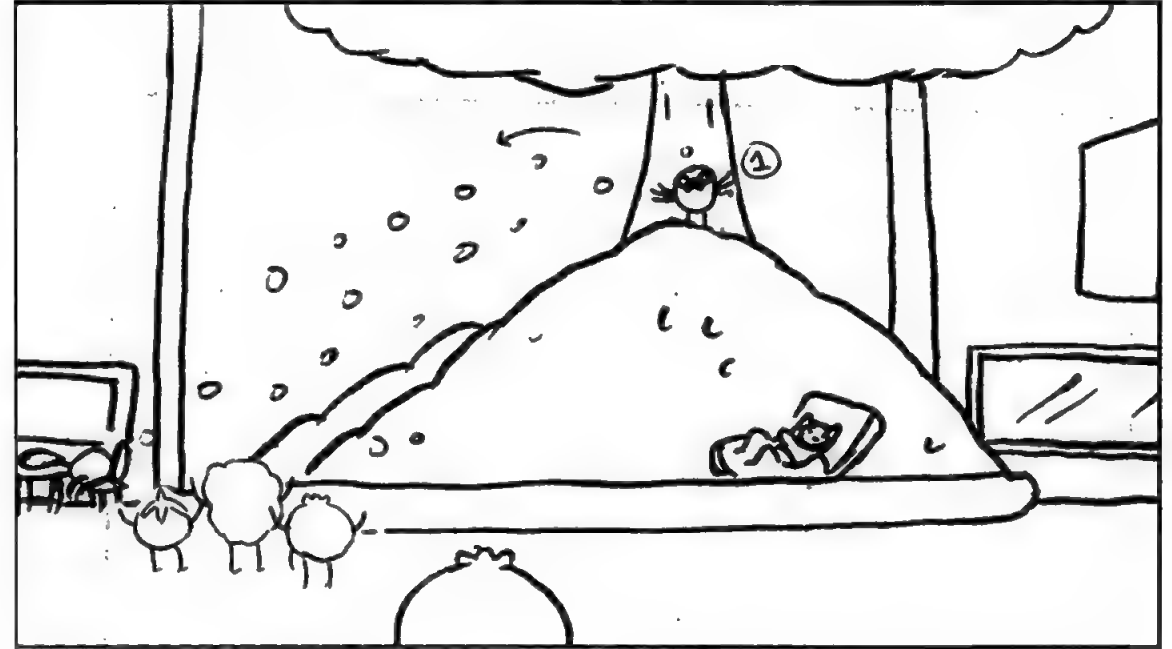
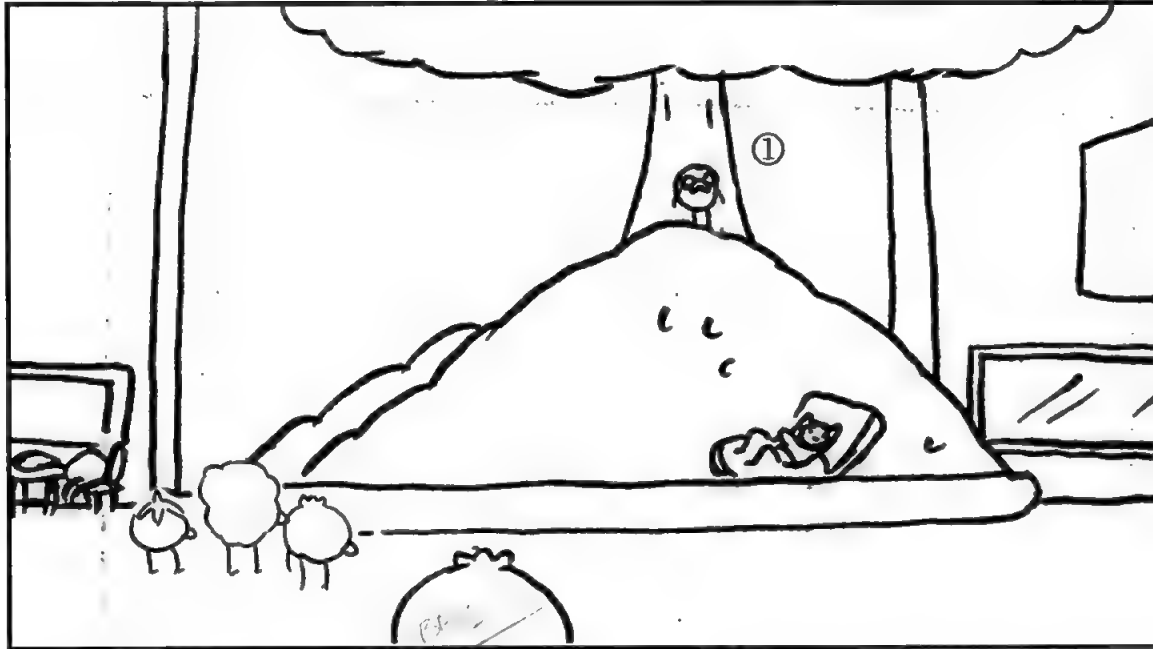
CONT

Pnl.B

Bg.

day night

Cut

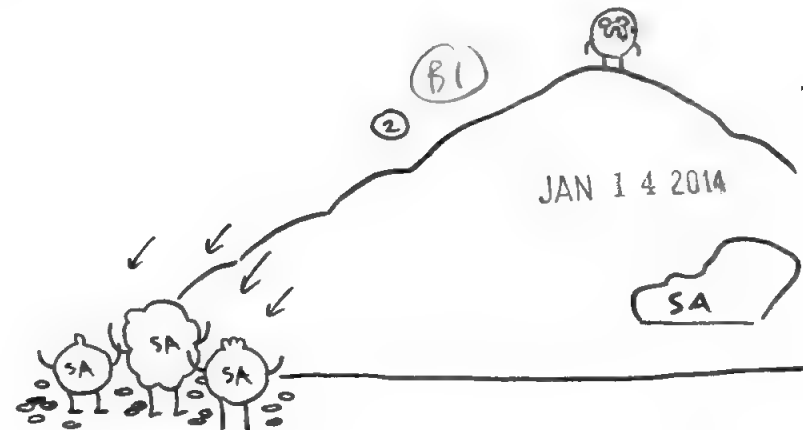


Dialog: - J: ② MIDDLE CLASS BERRIES, WATCH AFTER THIS TREASURE WHILE I'M GONE.

- REGGIE BERRY: OKAY.

Action:

Timing:



EPISODE #

1025/171

Production:

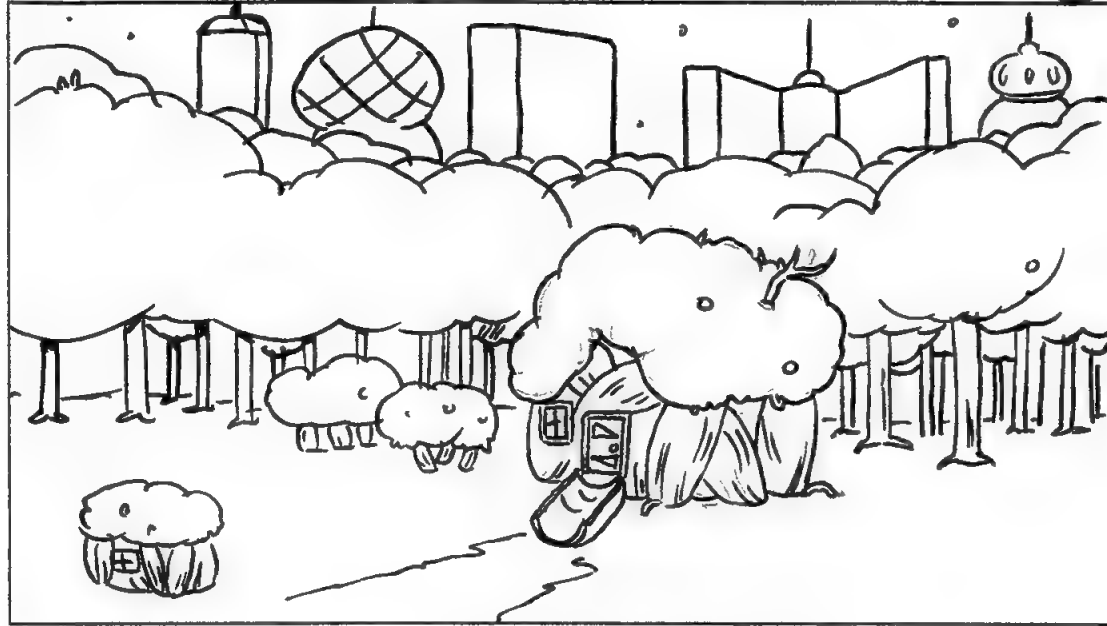
1025/171

ADVENTURE TIME

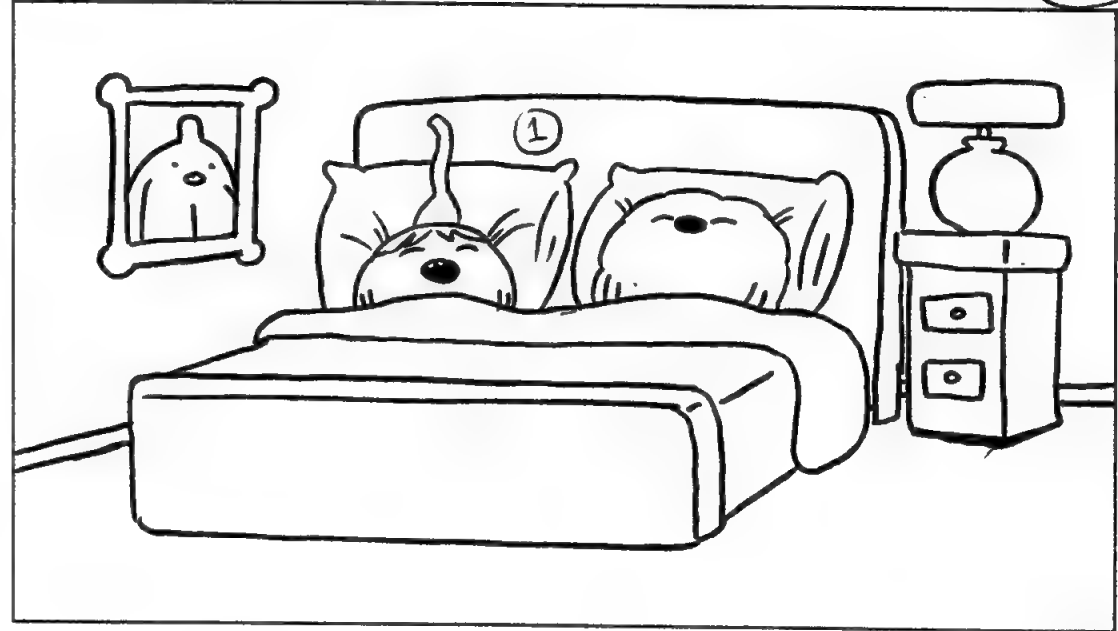


Page 107

Sc. 96 Pnl. A Bg. day night



Sc. 97 Pnl. A Bg. day night



Dialog:

Both:

snoring

Action:

(NIGHT TIME, COTTAGE IN THE FOREST
AWAY FROM THE CITY)

Mr. Goji berry and Mrs.
Rasherry
sleep

Timing:

JAN 14 2014

CYCLE ①, ②, ①, ② ect.
A A A A A A A A ect

EPISODE #

1025-171

1025/171

Production :

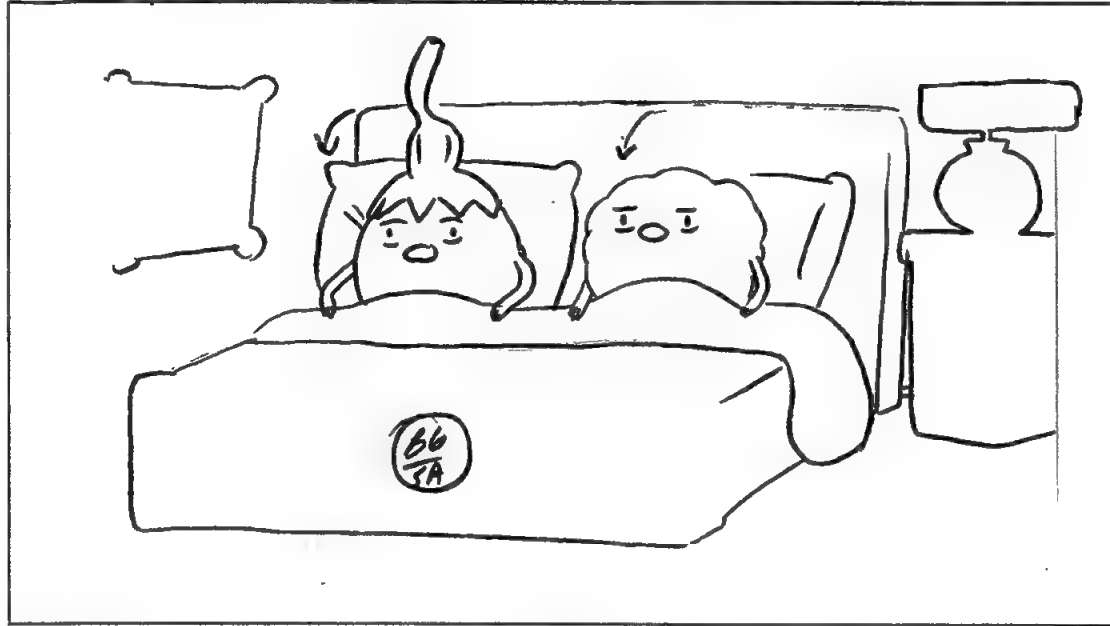
1025/171

ADVENTURE TIME

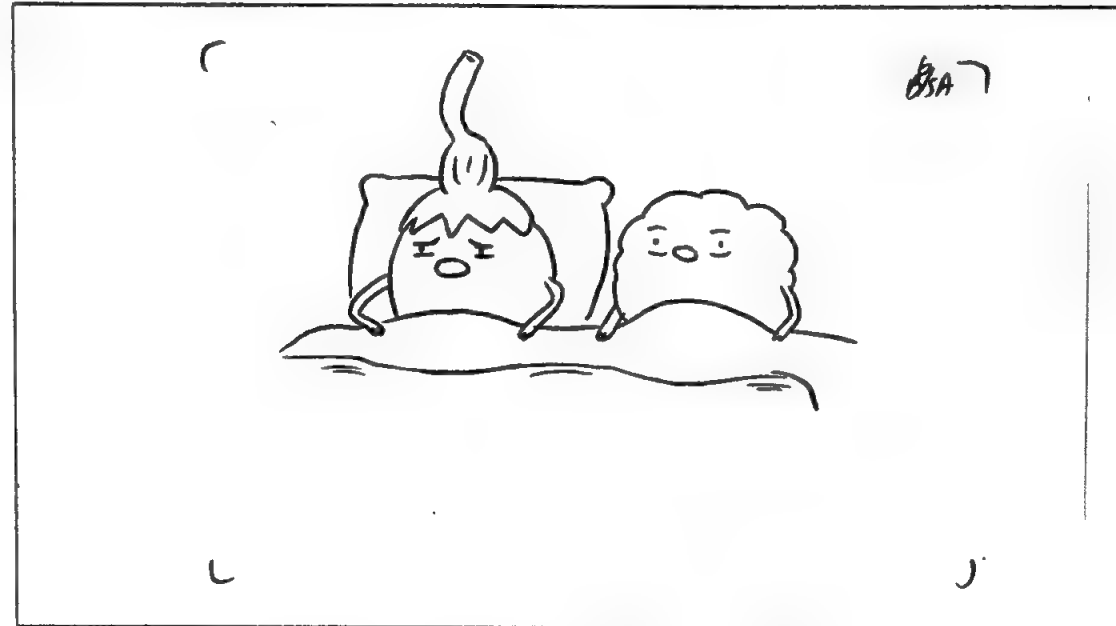


Page 108

Sc. 97 CONT Pnl. B Bg. day night



Sc. 97 CONT Pnl. C Bg. day night



Dialog:

(J) (O.S.) (soft counc)

(G) maybe, do you hear something?

Action:

MR. G + MRS. R SPRING
UP OUT OF BED

JAN 14 2014

Timing:

EPISODE #

1025-171

1025/171

Production :

1025/171

ADVENTURE TIME



Sc. a7 CONT

Pnl. D

Bg.

day night

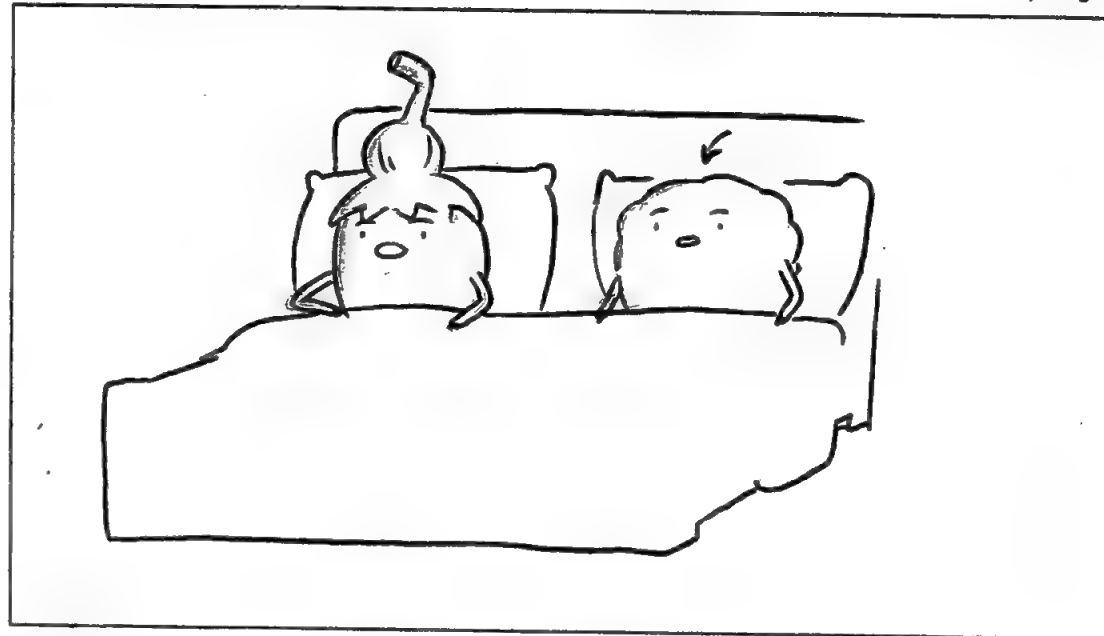
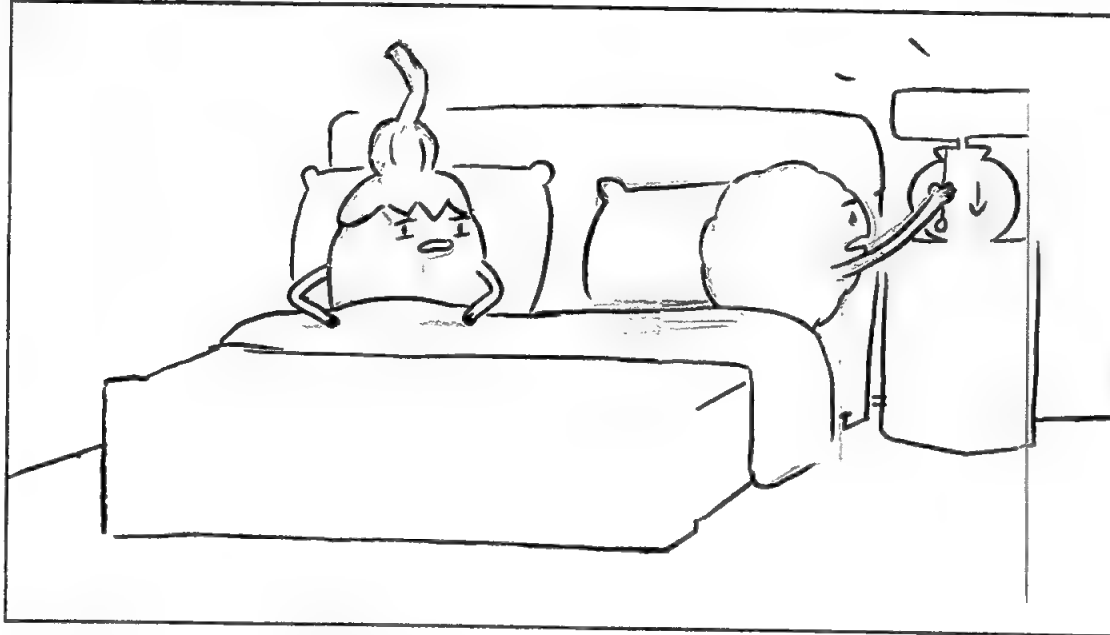
Sc. a7 CONT

Pnl. E

Bg.

Page 109

day night



Dialog:

sfx : Click

Action:

MRS. R clicks on
light.

SIT BACK Down.

Timing:

JAN 14 2014

Production :

EPISODE #

1025-171

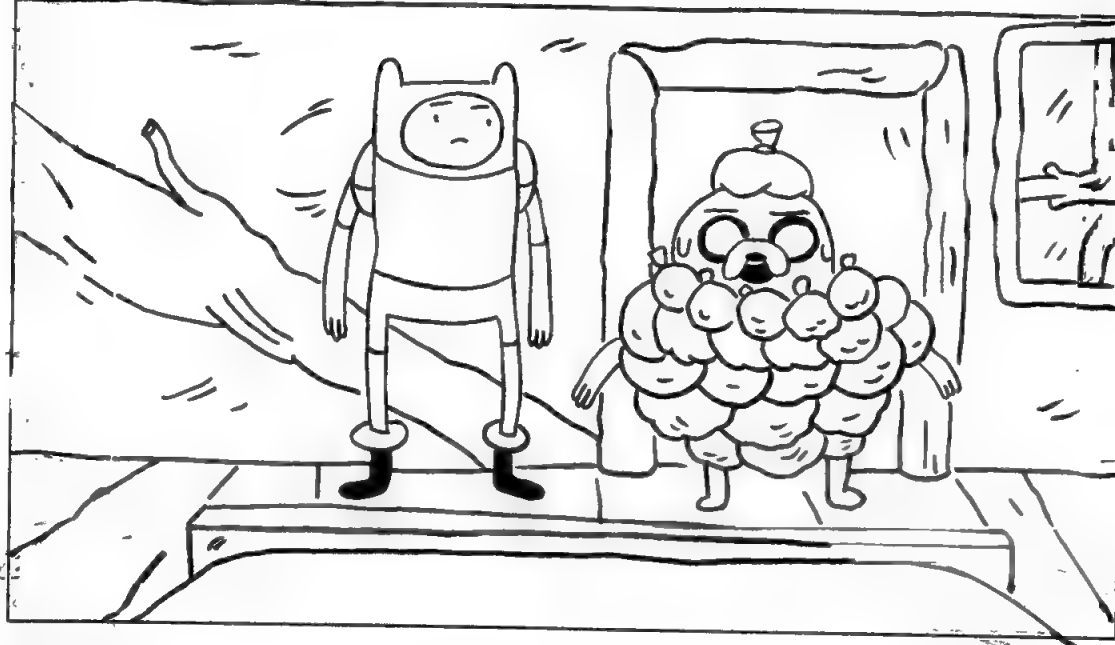
1025/171

1025/171

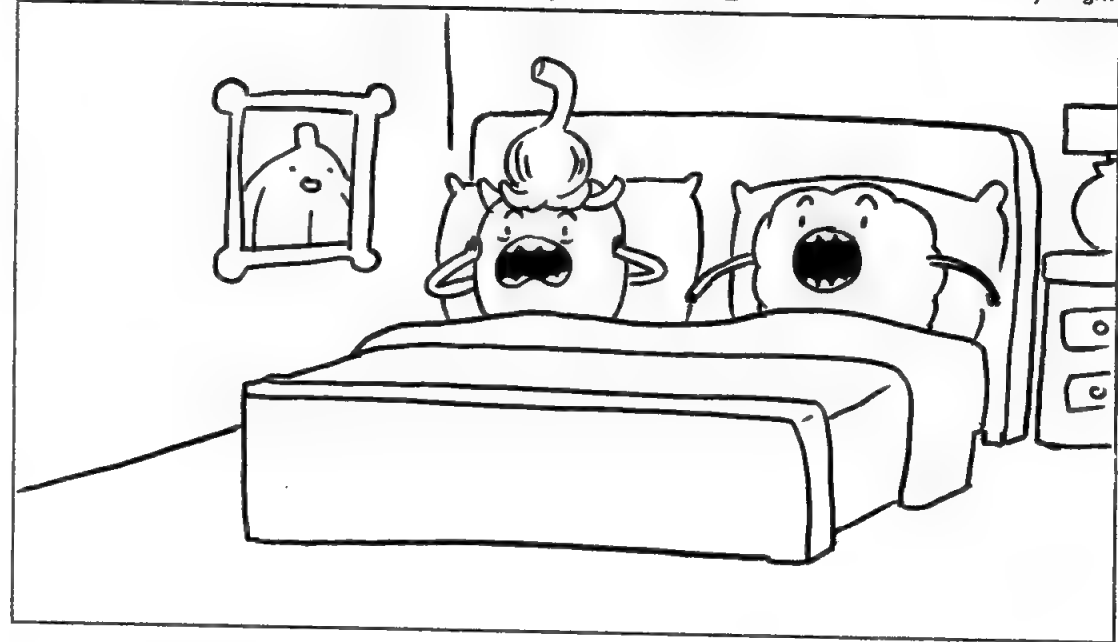
ADVENTURE TIME



Sc. 98 Pnl. A Bg. ght



Sc. 99 Pnl. A Bg. day night



Dialog:

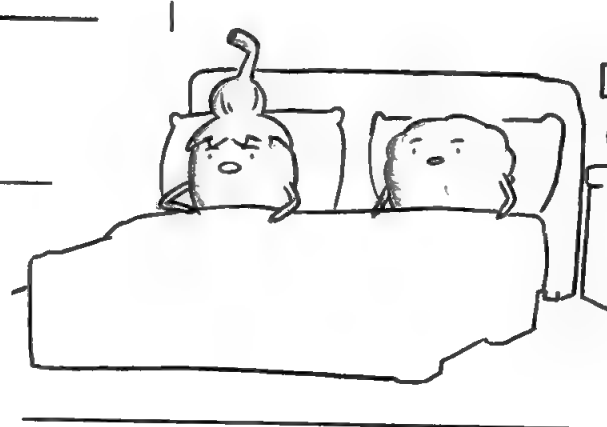
(J) GOOD EVENING.

Action:

Jake has money bags tied all around him, looks like a berry.

Timing:

(BOTH:) OH NO WE'RE BEING ROBBED !!!



SP
(A)

JAN 14 2014

Production :

EPISODE #

1025-171

1025/171

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Cut

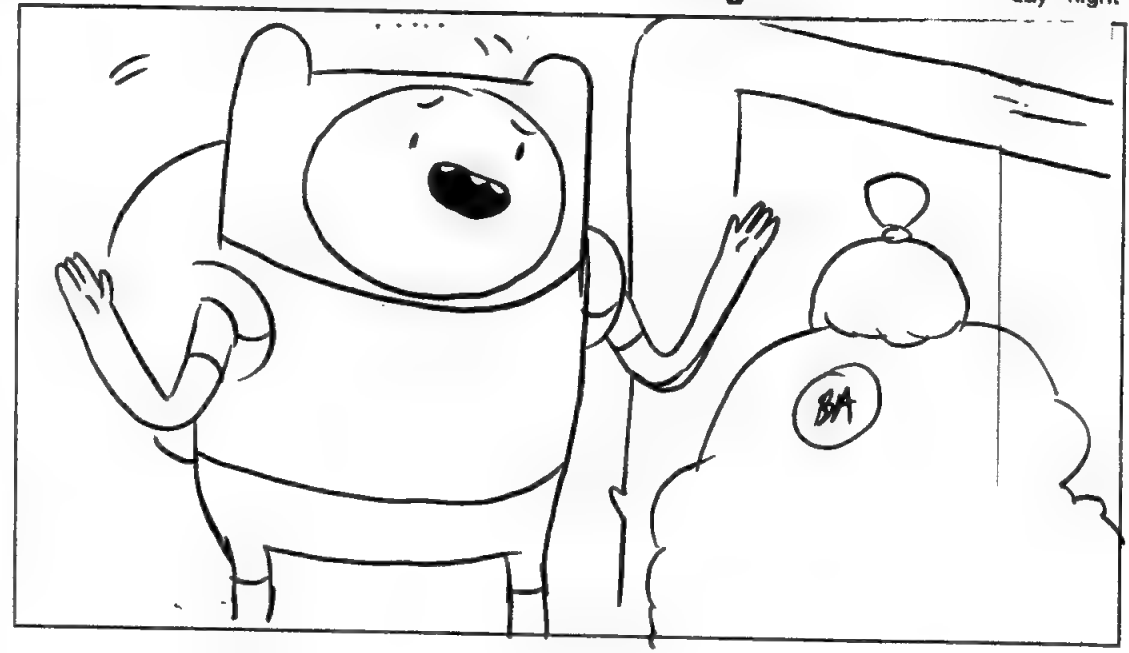
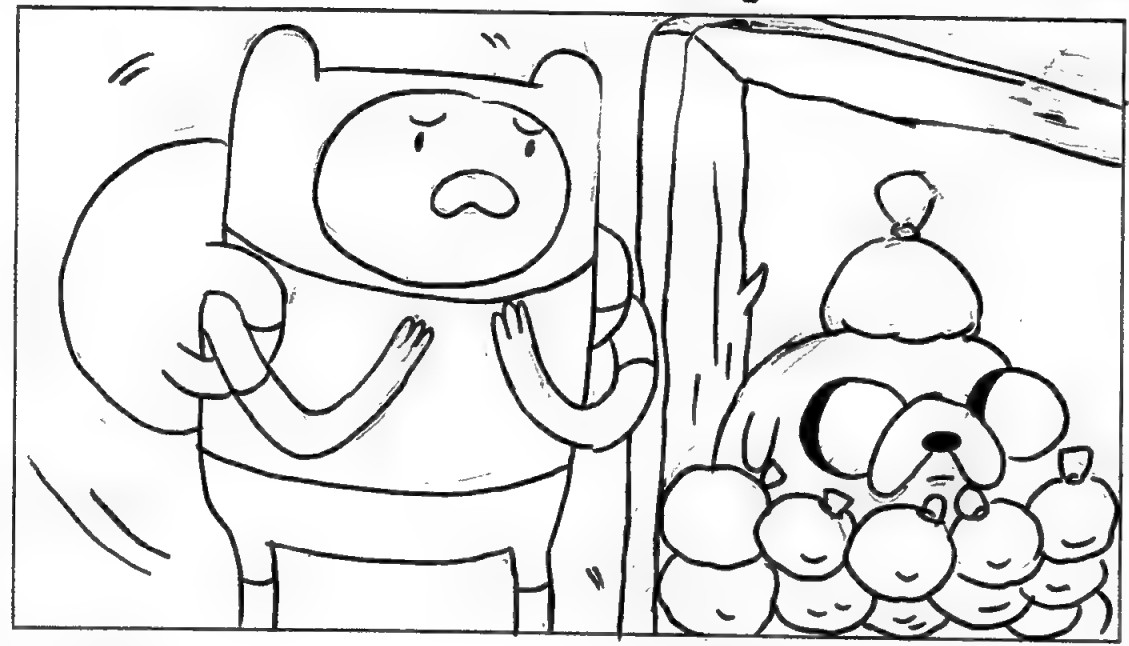
ADVENTURE TIME



Page 111

Sc. 100 Pnl. A Bg. day night

Sc. 100 CONT Pnl. B Bg. day night



Dialog:	(F) OH NO , WE'RE NOT ROBBERS .	(F) We're actually here to give you money .
Action:		
Timing:	JAN 14 2014	

Cut

EPISODE# 1025-171

Production :

1025/171

1025/171

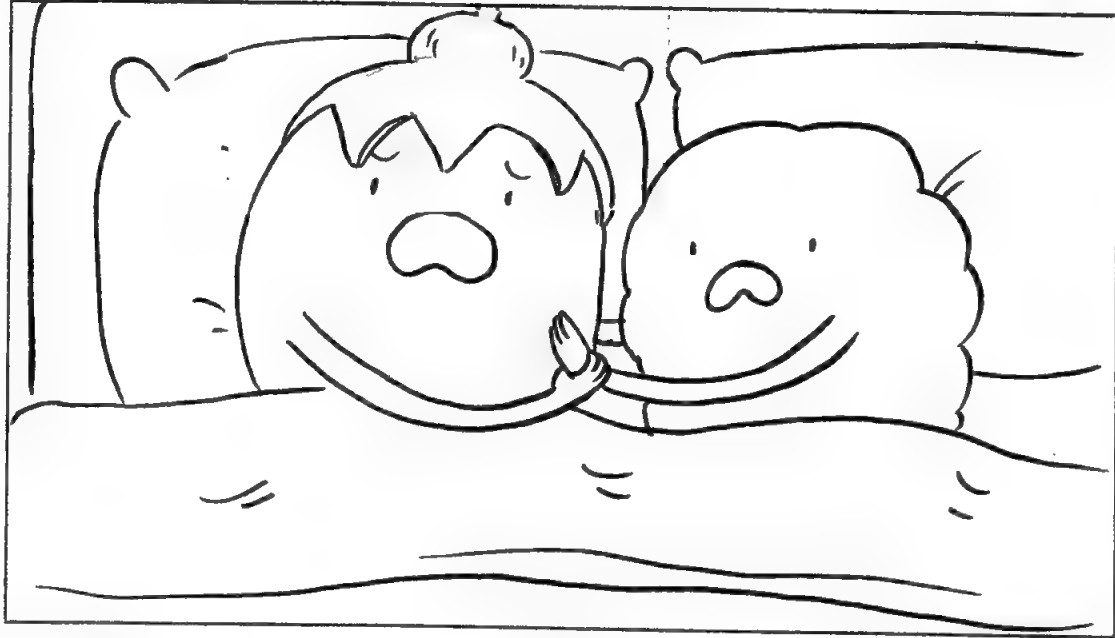
Cut

ADVENTURE TIME

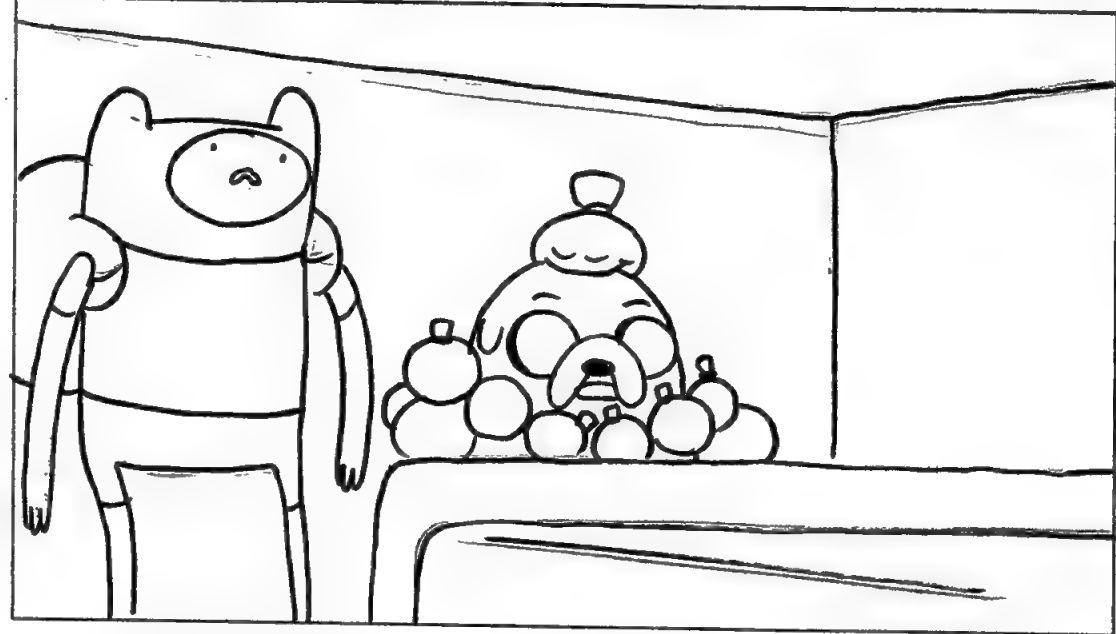


Cut

Sc. 101 Pnl. A Bg. day night



Sc. 102 Pnl. A Bg. day night



Dialog:	<p><u>mr. 6</u>: what?</p>
Action:	
Timing:	

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1025-171

EPISODE #

Production :

1025/171

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1025/171
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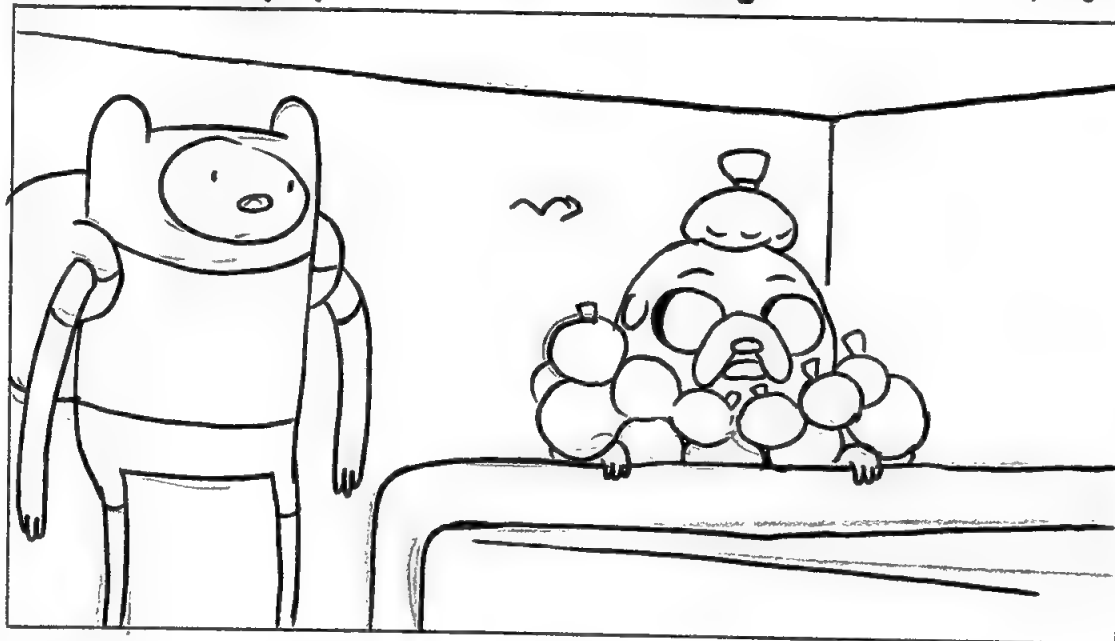
ADVENTURE TIME



Sc. 102 cont Pnl. B

Bg.

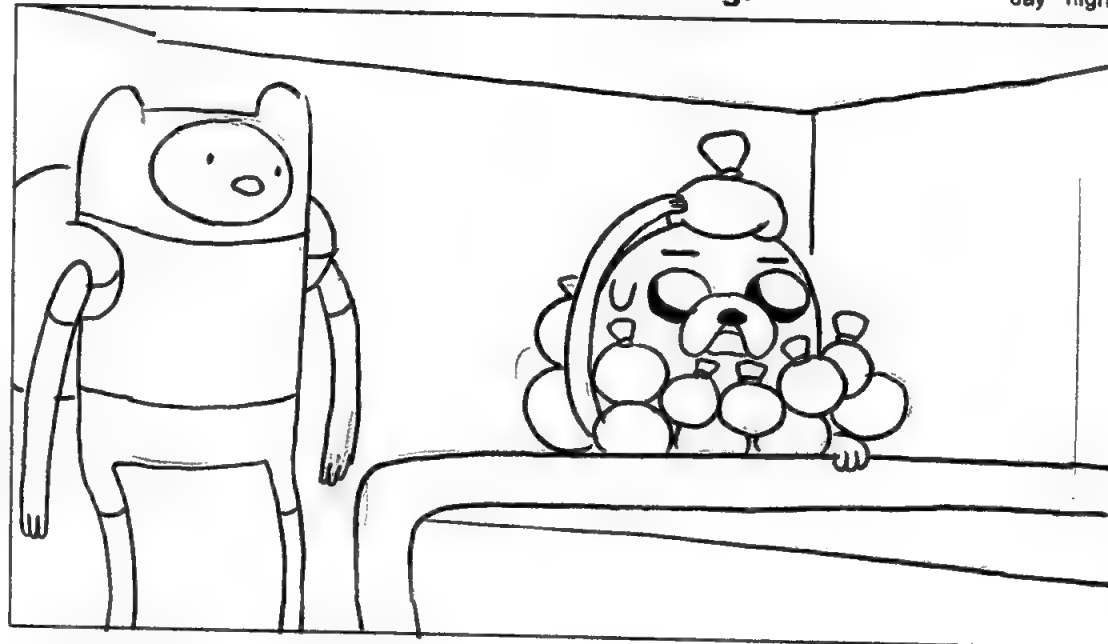
day night



Sc. 102 cont Pnl. C

Bg.

day night



Dialog:

Jake: LISTEN!

(J) I wanna see you two
do things

Action:

- Jake walks over
- puts hands on bed.

JAN 14 2014

Timing:

EPISODE #

1025-171

1025/171

Production :

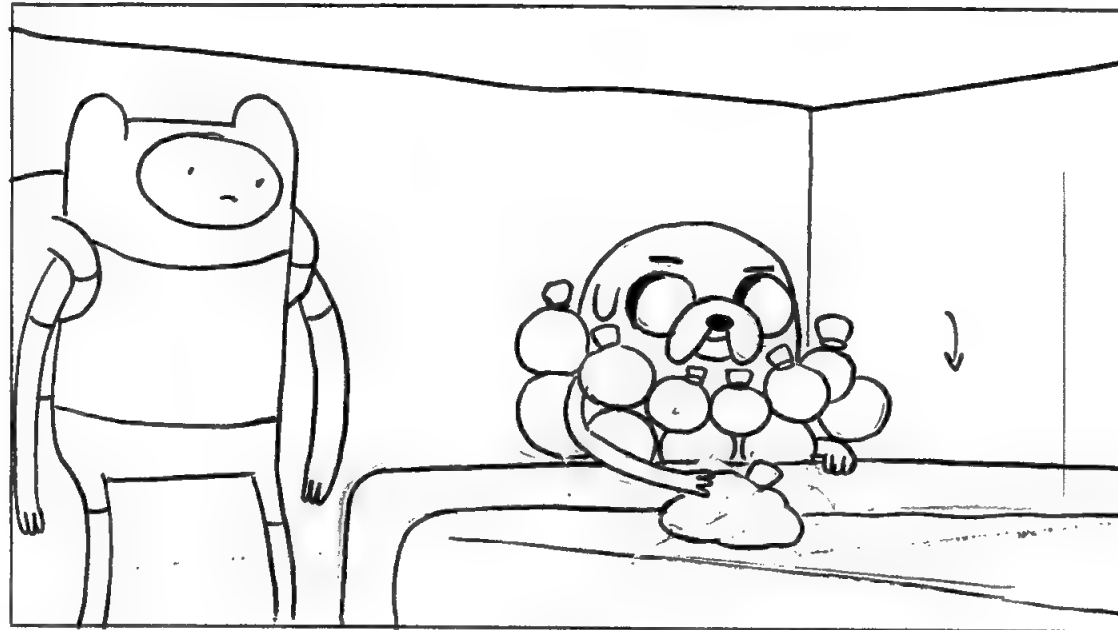
1025/171.

ADVENTURE TIME

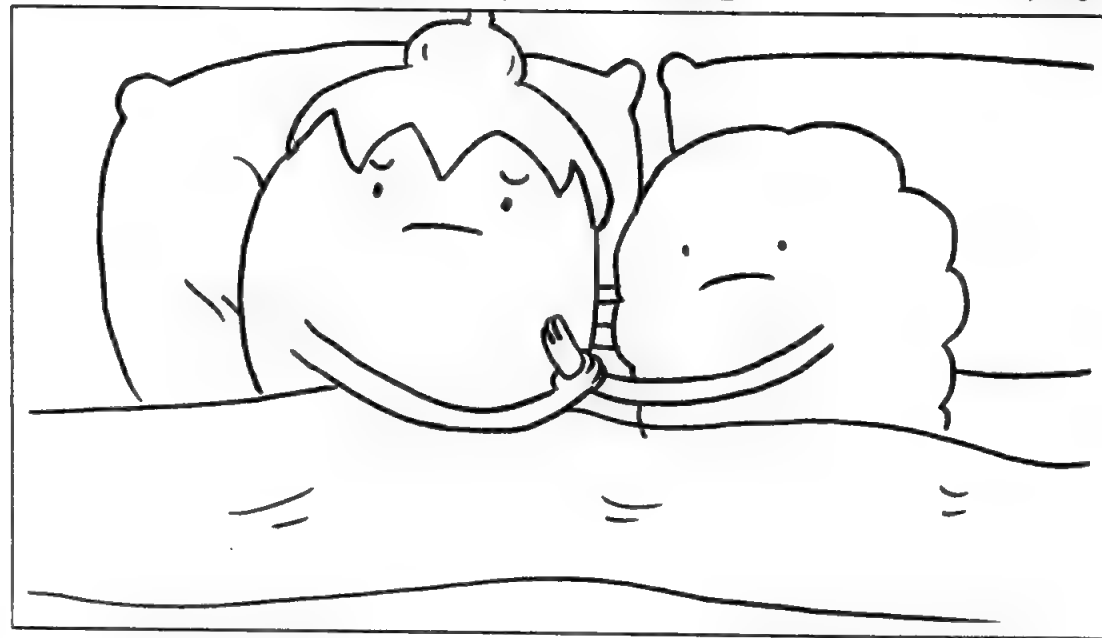


Page 114

Sc. 102 CONT Pnl. D Bg. day night



Sc. 103 Pnl. A Bg. day night



Dialog:

⑤ FOR THIS BAG OF MONEY.

MR.6 = OK... man...

Action:

Timing:

②
A1



JAN 14 2014

Production :

1025-171

EPISODE #

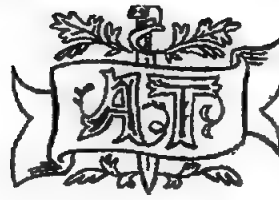
1025/171

1025/171

1025/171

Cut

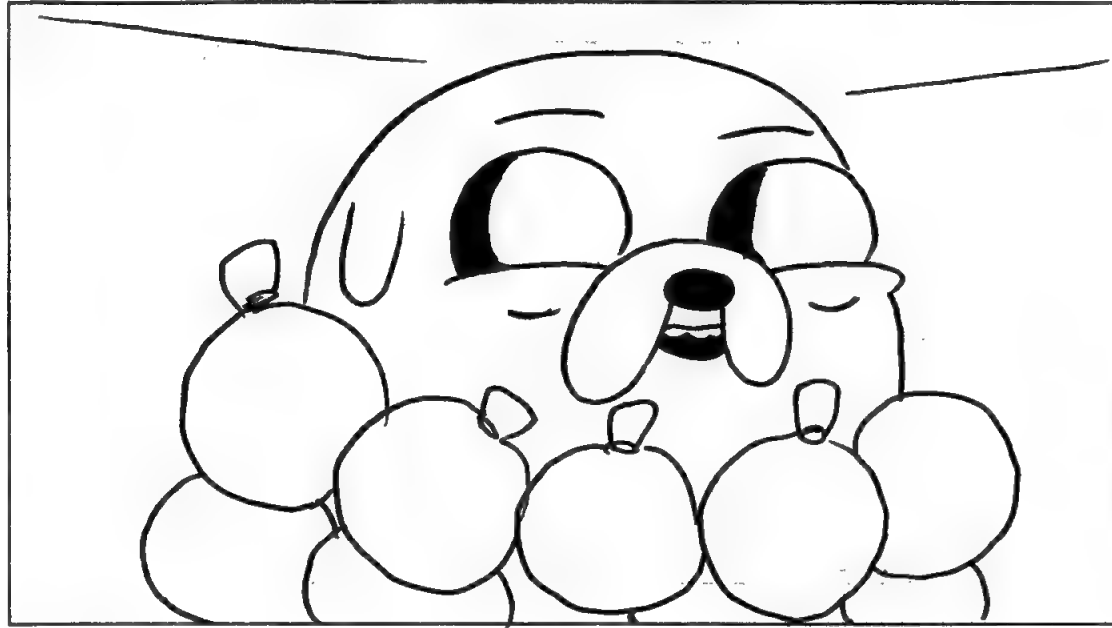
ADVENTURE TIME



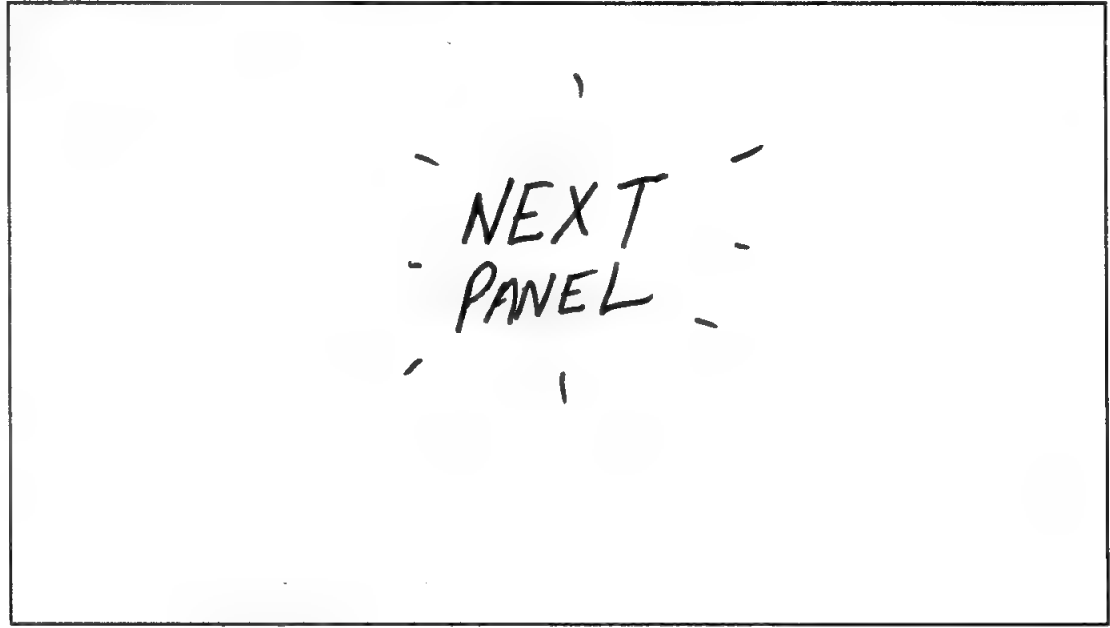
*the
Ciel*

Page 115

Sc. 104 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

③ heh heh yeah, nice!

Action:

JAN 14 2014

Timing:

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1025/171

Production :

1025/171

1025/171

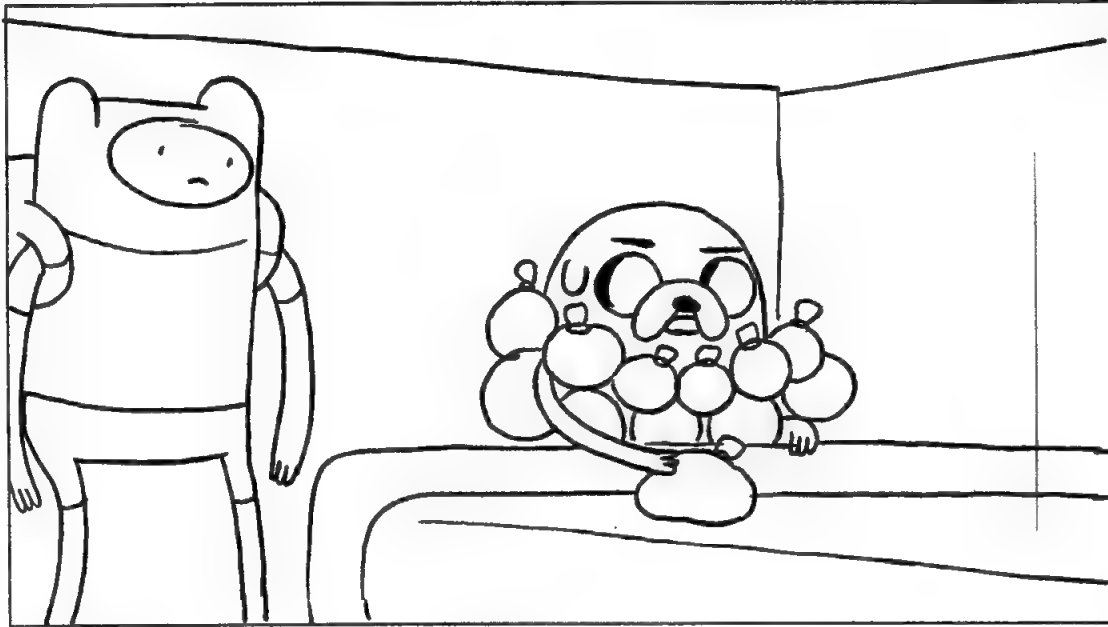
Ho Cut

ADVENTURE TIME

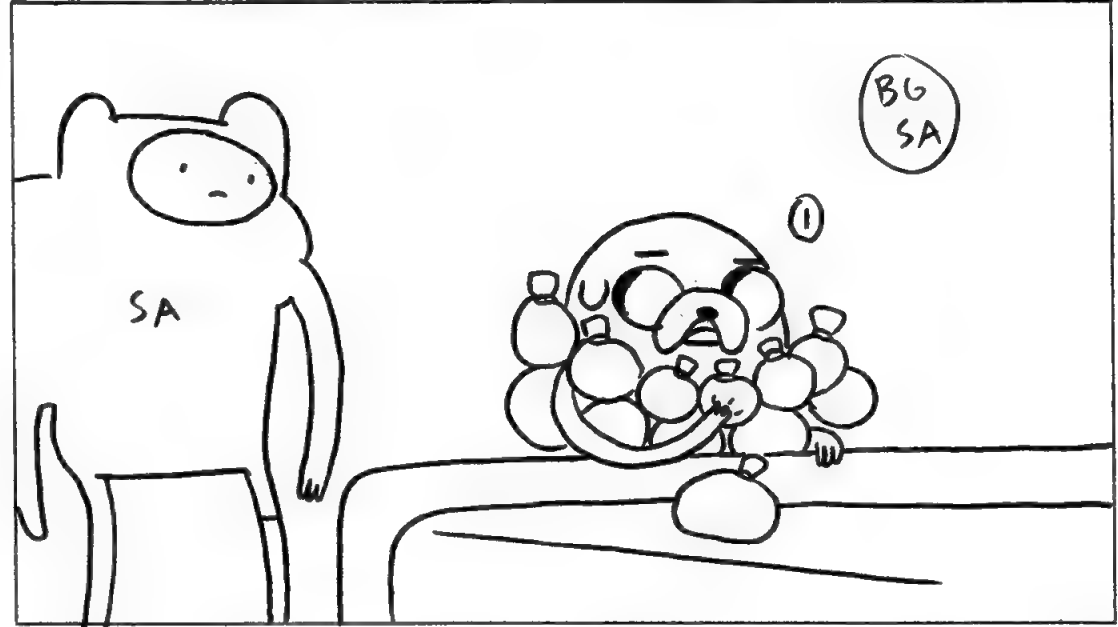


Page 116

Sc. 105 Pnl. A Bg. day night



Sc. 105 *cont* Pnl. B Bg. day night



Dialog:

J: Goji Berry MAN,

Action:

s.p.

(A)



Timing:

J: you sleep on the left side of the bed normally -

JAN 14 2014

EPISODE # 1025-171

1025/171

Production :

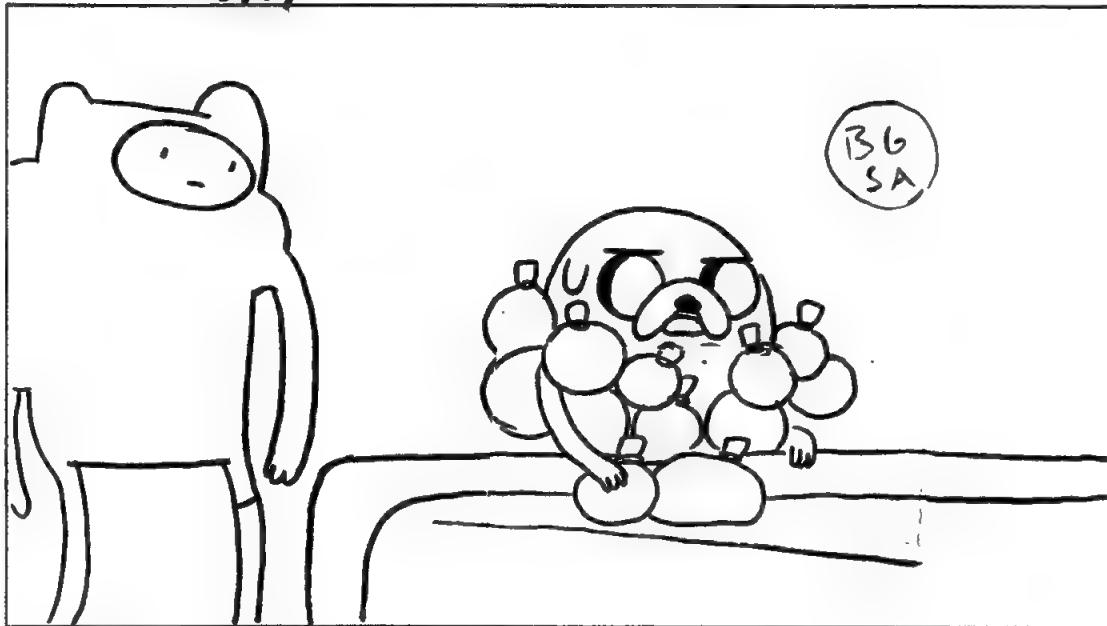
1025/171

ADVENTURE TIME

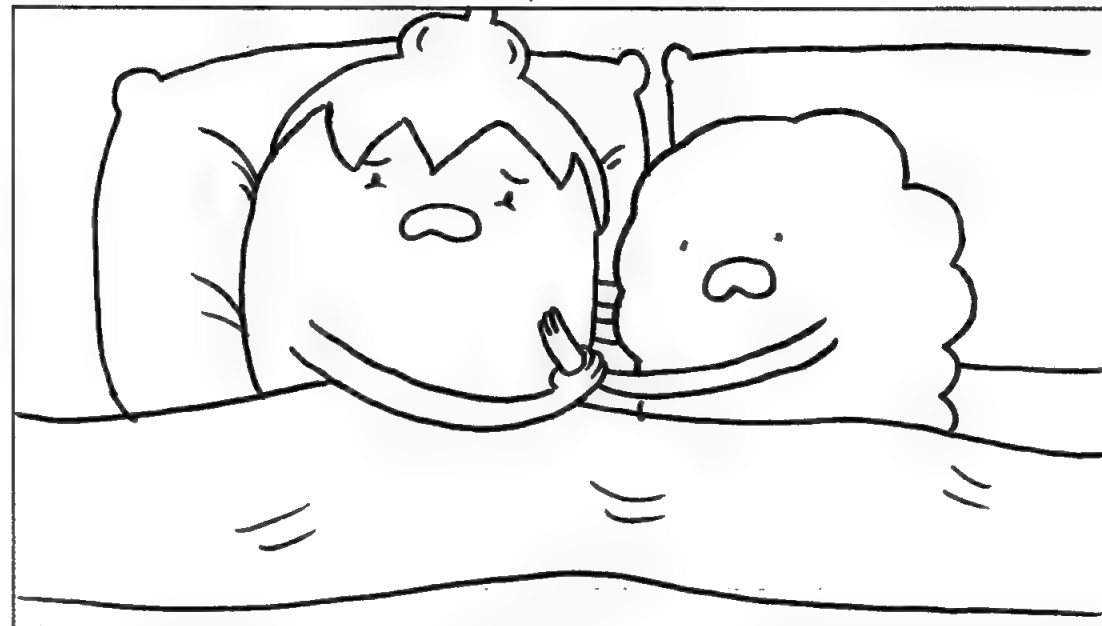


Page 117

Sc. 105 *cont* Pnl. C Bg. day night



Sc. 106 Pnl. A Bg. day night



Dialog:

⑤ NOW YOU SLEEP ON THE
right.

MR6. - OK...

Action:

SETS money down, FIRMLY, INTENSLEY

JAN 14 2014

Timing:

EPISODE #

1025-171

Production :

1025/171

1025/171

ADVENTURE TIME



Page 118

Sc. 107

Pnl. A

Bg.

day night

Sc.

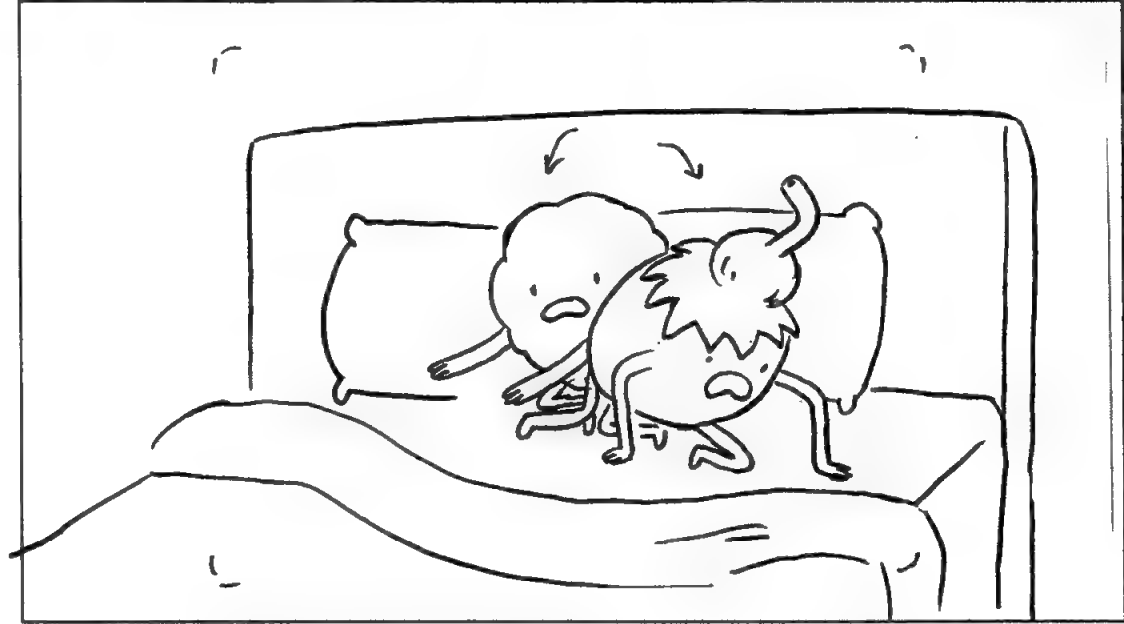
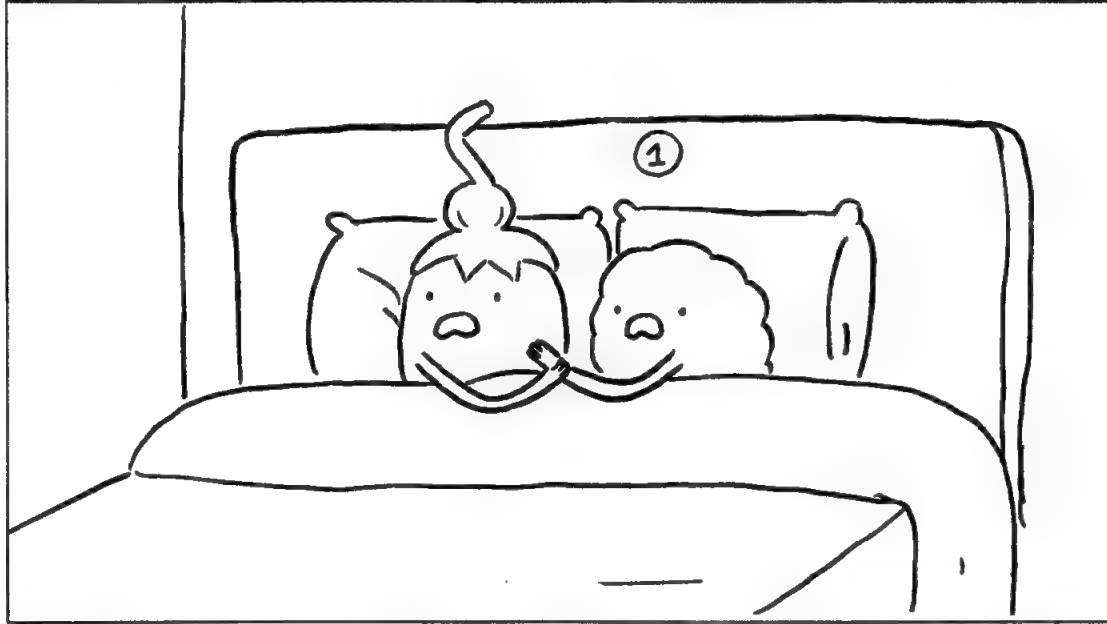
107 cont

Pnl.

B

Bg.

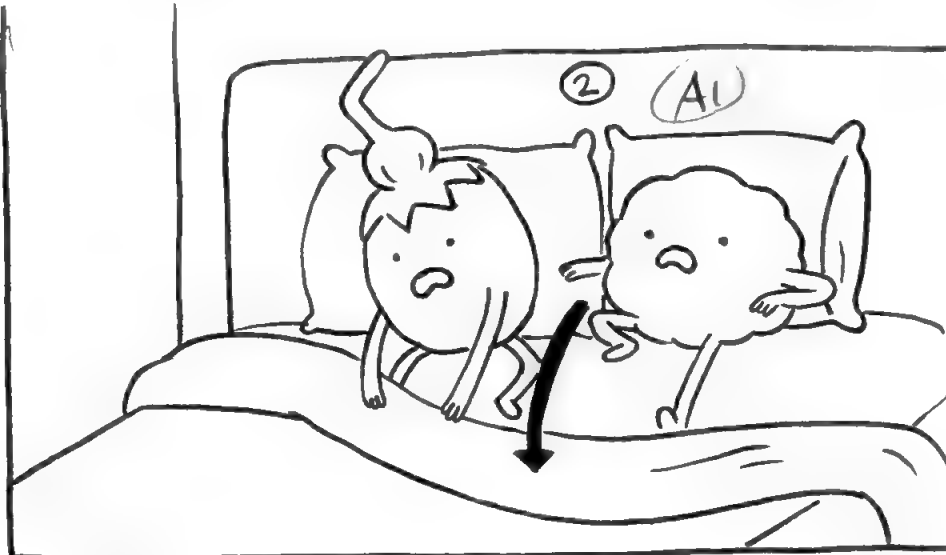
day night



Dialog:

Action:

Timing:



SWITCH PLACES

JAN 14 2014

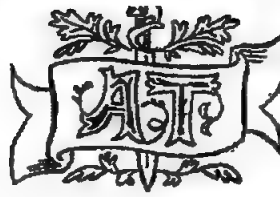
EPISODE # 1025-171

Production :

1025/171

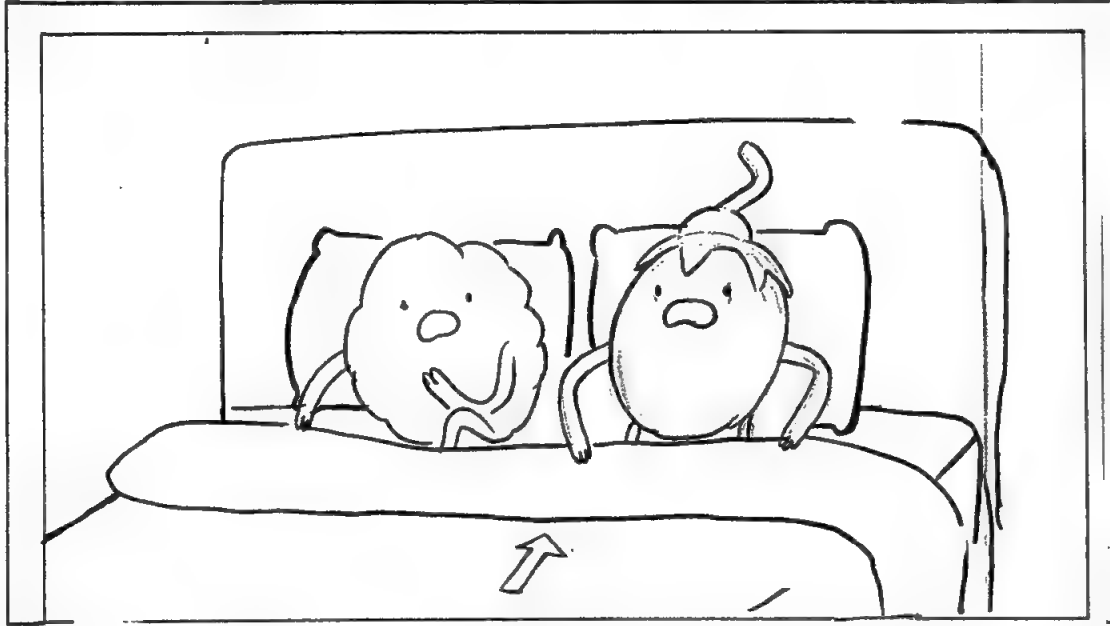
1025/171

ADVENTURE TIME

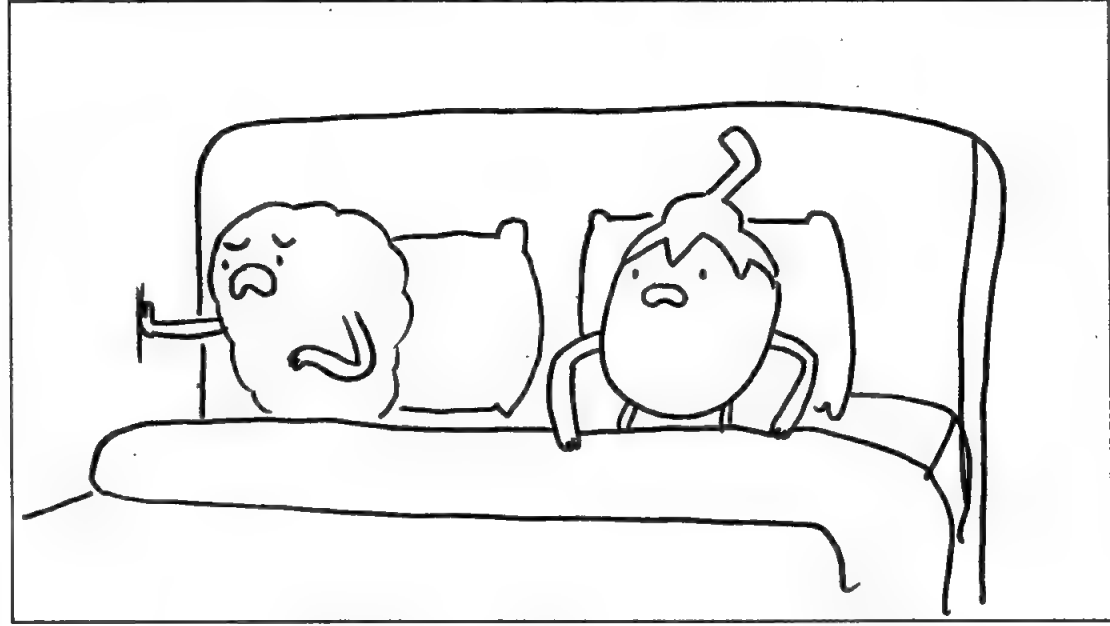


Page 119

Sc. 107 CONT Pnl. C Bg. day night



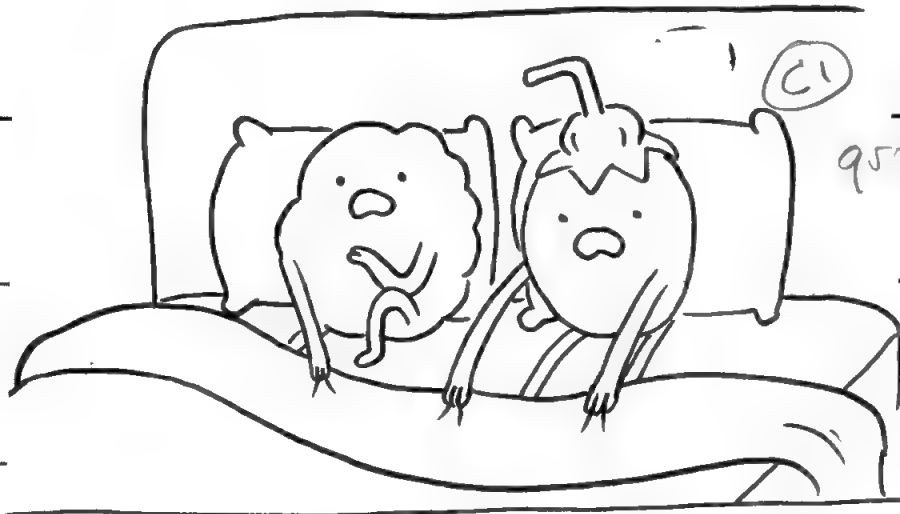
Sc. 107 CONT Pnl. D Bg. day night



Dialog:

Action:

Timing:



② I don't like sleeping on your side.

9576 BLA. CT

JAN 14 2014

EPISODE # 1025-171

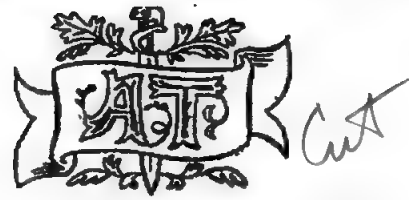
1025/171

Production :

1025/171

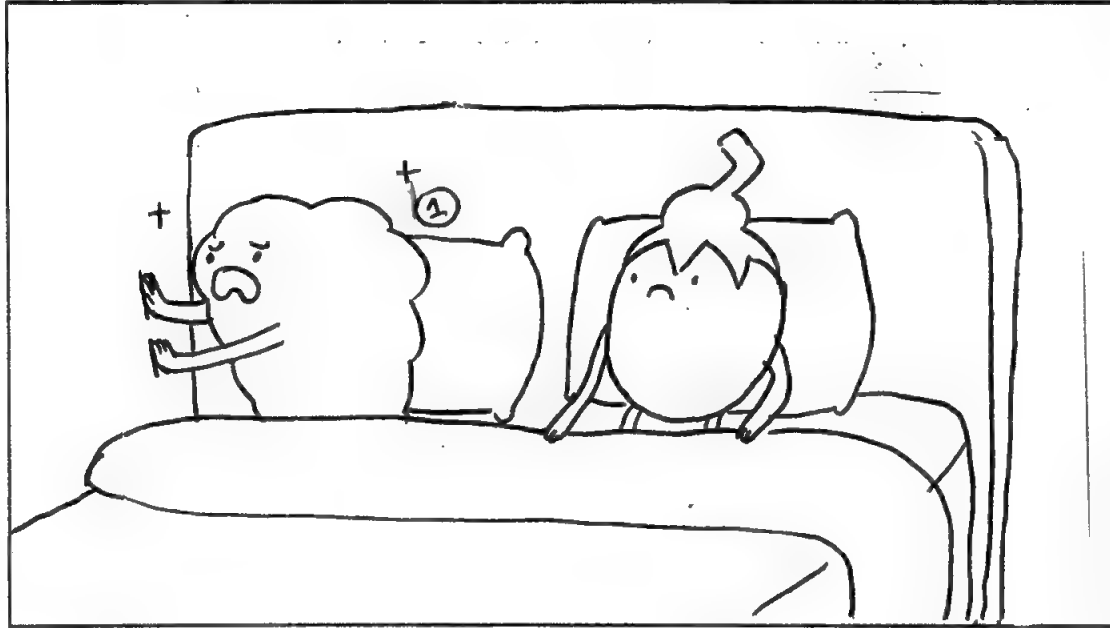
1025/171

ADVENTURE TIME

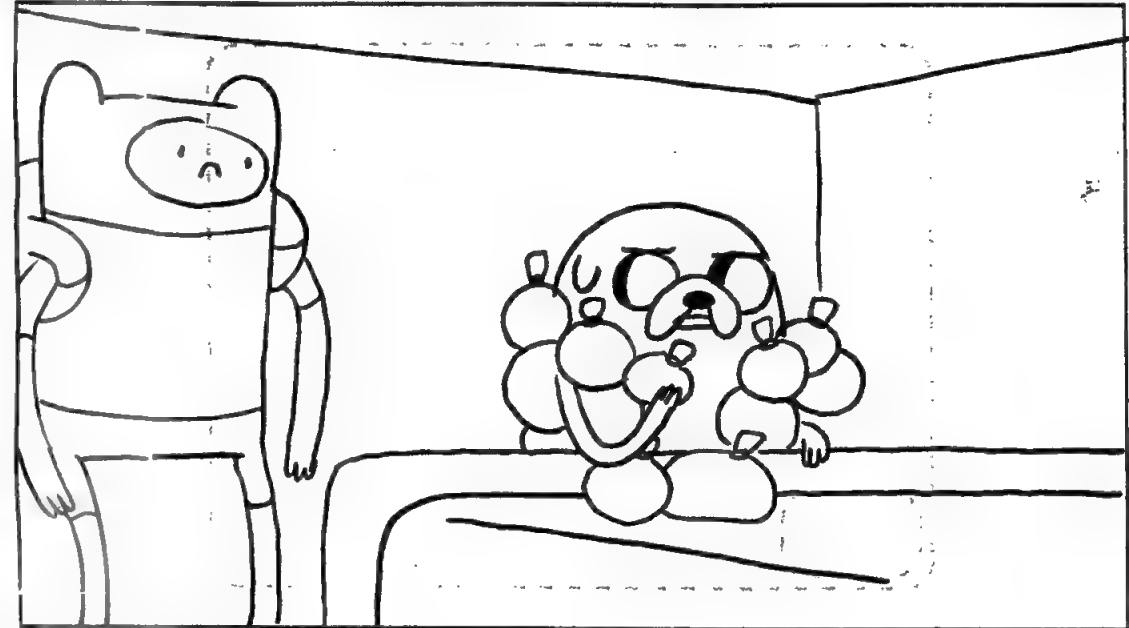


Page 120

Sc. 107 CONT Pnl. E Bg. day night



Sc. 108 Pnl. A Bg. day night

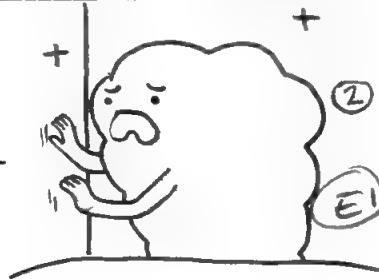


Dialog:

(2) IT'S too close to the wall!

(3) mr. Goji berry!

Action:



Timing:

JAN 14 2014

EPISODE # 1025-171

1025/171

Production :

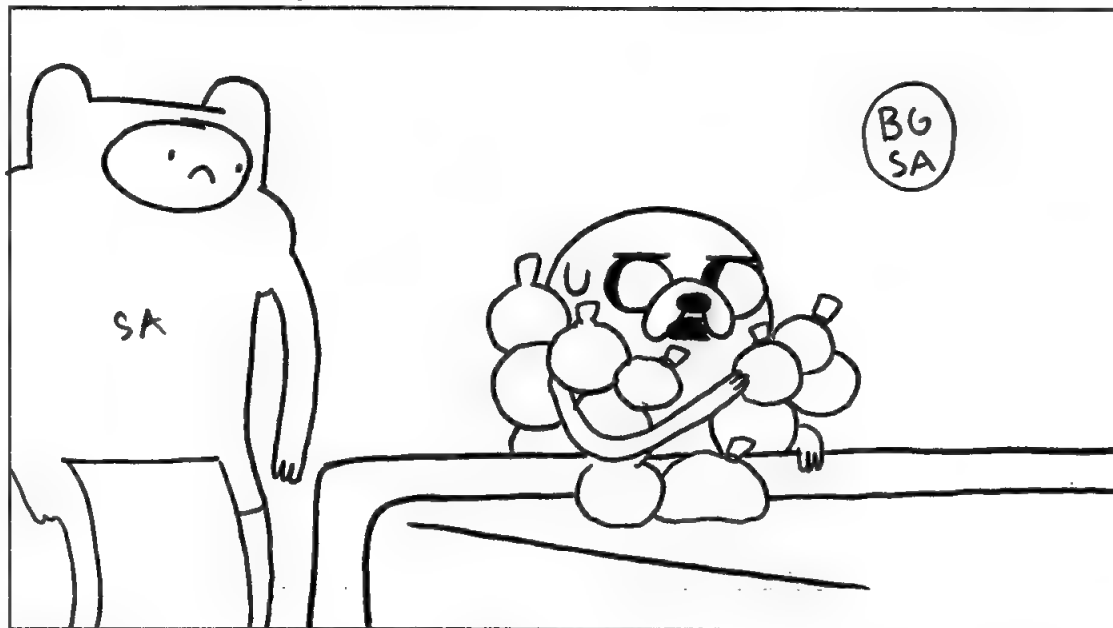
1025/171

ADVENTURE TIME

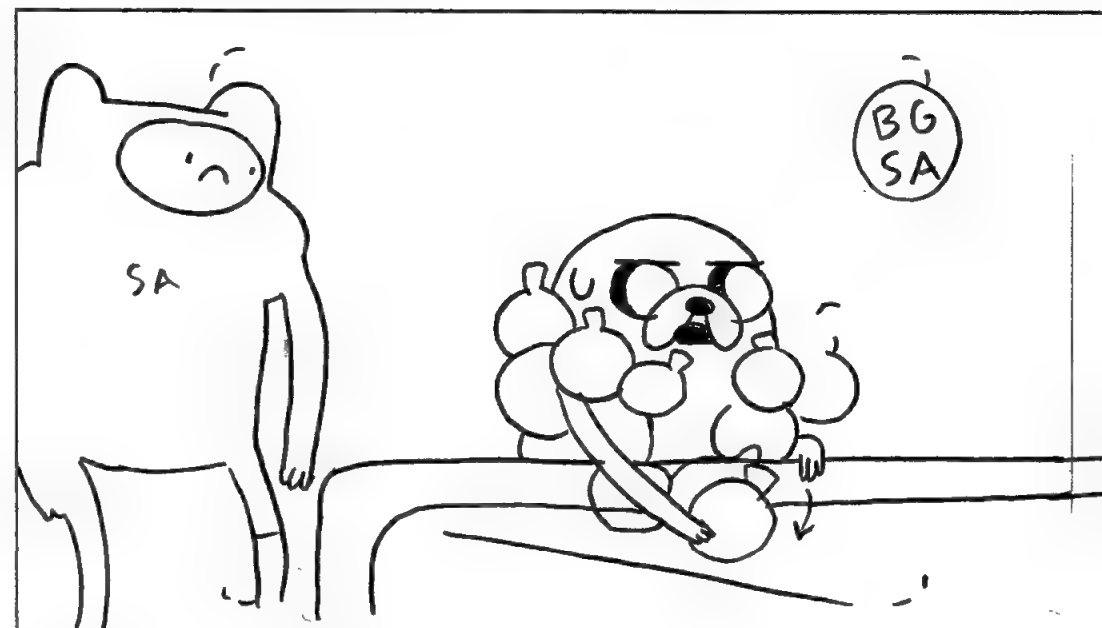


Page 121

Sc. 108 CONT Pnl. B Bg. day night



Sc. 108 CONT Pnl. C Bg. day night



Dialog:	<p>① YOU SLEEP ON YOUR BACK NOW. FOR ALL TIME.</p> <p>② AND ON TOP OF THE COVERS.</p>
Action:	
Timing:	

JAN 14 2014

Cut

1025-171

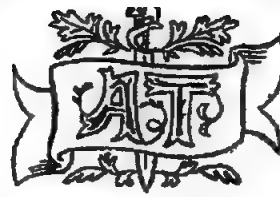
EPISODE #

1025/171

Production :

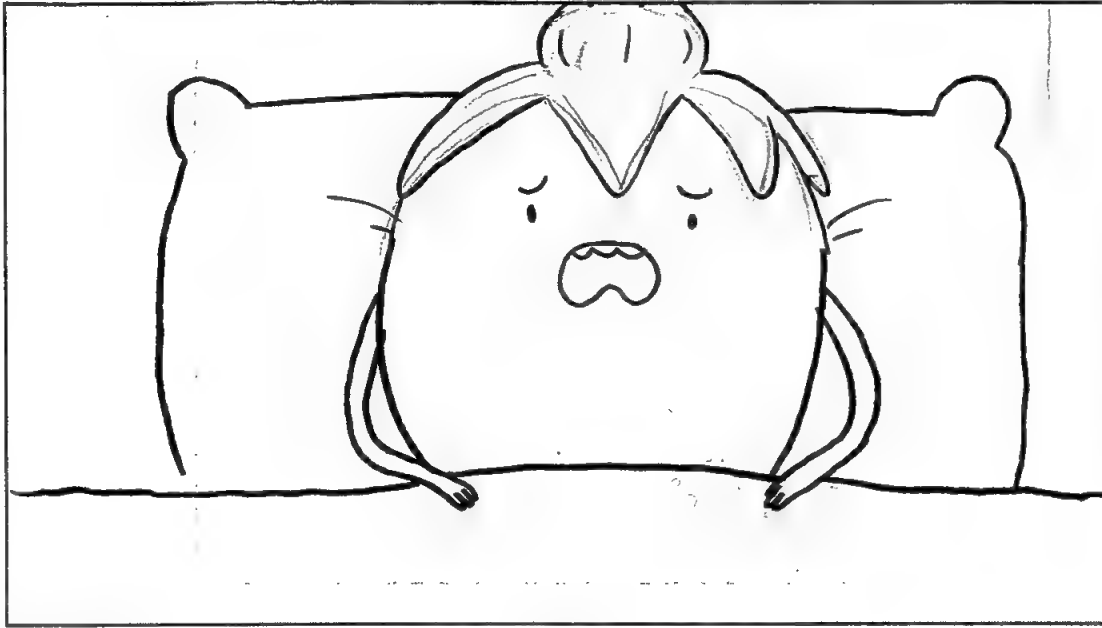
1025/171

ADVENTURE TIME

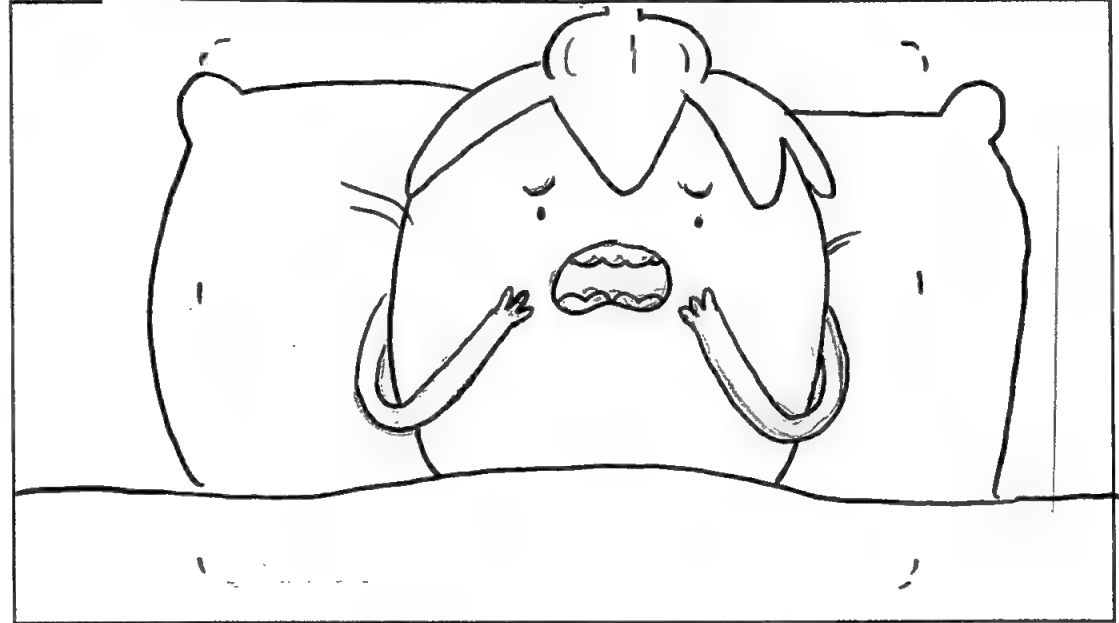


Page 122

Sc. 109 Pnl. A Bg. day night



Sc. 109 CONT Pnl. B Bg. day night



Dialog:

(Mrg.h)

① I CAN'T SLEEP ON MY BACK, MAN! ② I GOT SLEEP APNEA!

(MGB)

I won't get any sleep --

Acti



Time

JAN 14 2014

EPISODE # 1025-171

1025/171

Production :

1025/171

ADVENTURE TIME



NO SC'S
110-112

Page 123

Sc. 109 *cont*

Pnl. C

Bg.

day night

Sc. 109 *cont*

Pnl. D

Bg.

day night



Dialog:

(MRG)

my wife WON'T GET
ANY SLEEP.

(MGB)

my dance instructing
will suffer!!!

Action:

(POUNDS HANDS ON
BLANKET.)

JAN 14 2014

Timing:

Production :

EPISODE #

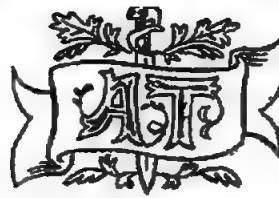
1025-171

1025/171

1025/171

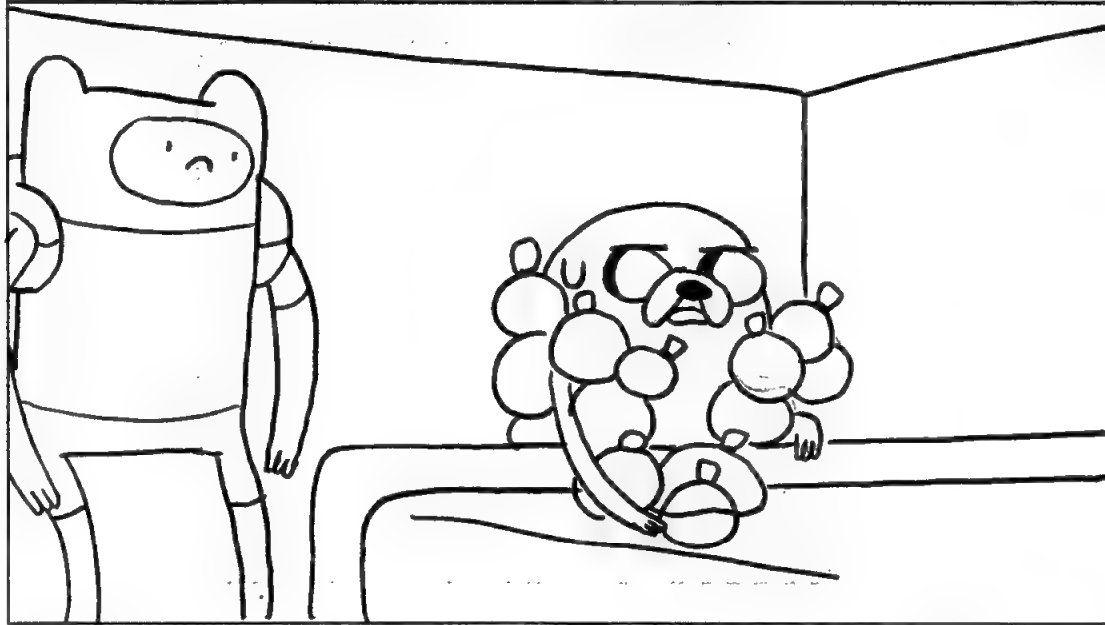
Cut

ADVENTURE TIME

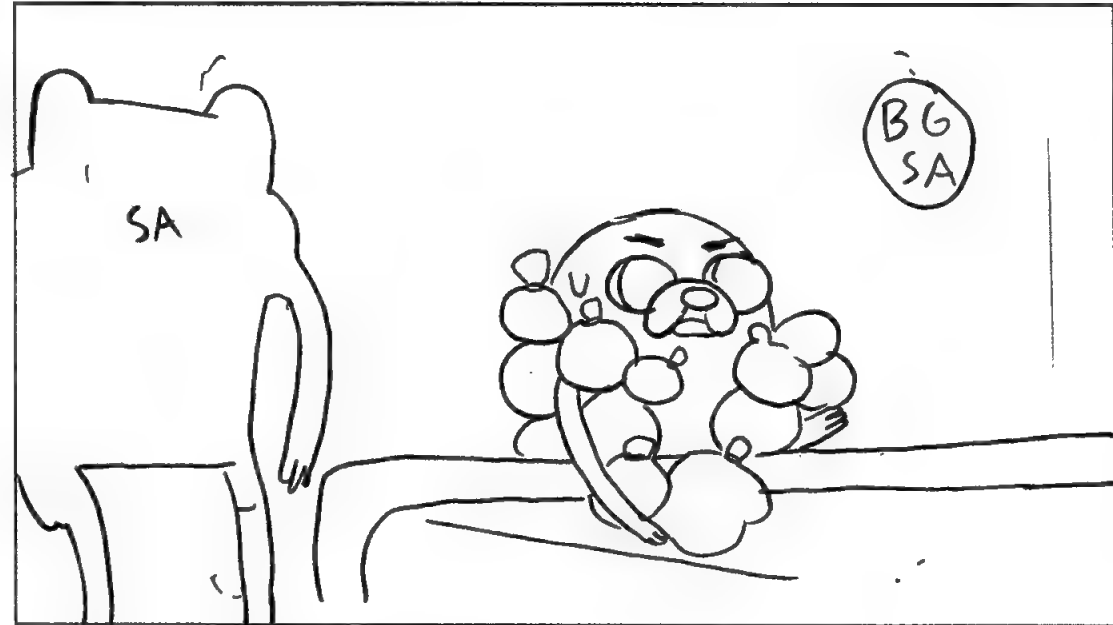


Page 124

Sc. 113 Pnl. A Bg. day night



Sc. 113 cont Pnl. B Bg. day night



Dialog:

⑤ TURNING DOWN all this
SMOOSH, huh?

⑤ DANCE INSTRUCTING-

Action:

JAN 14 2014

Timing:

1025-171

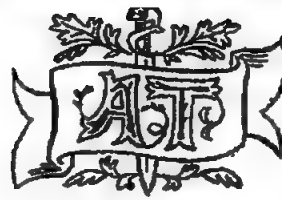
EPISODE #

1025/171

Production :

1025/171

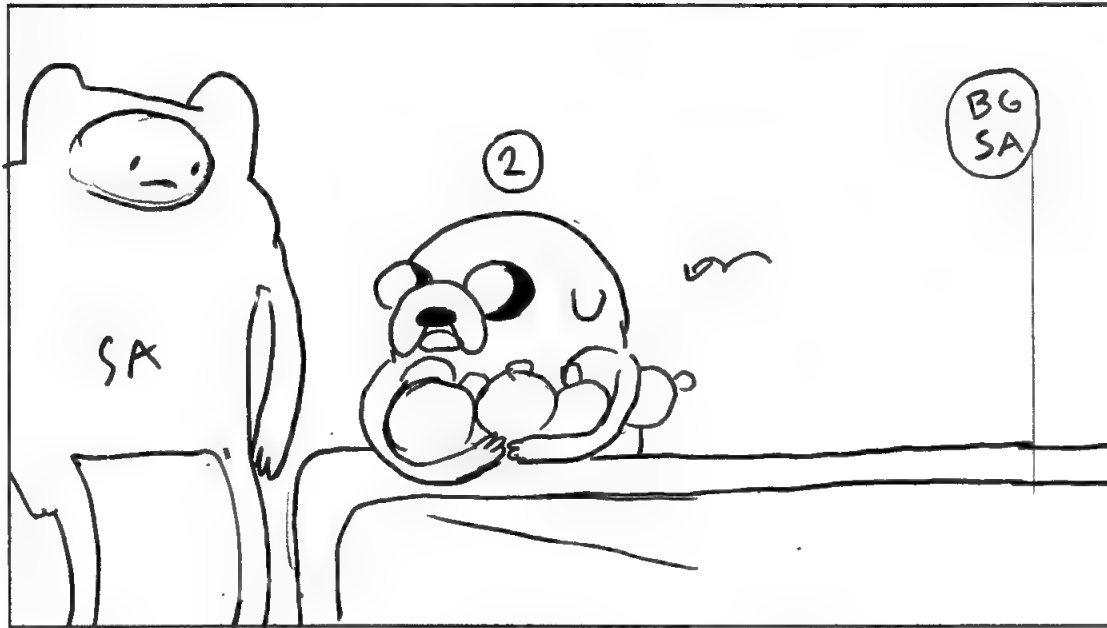
ADVENTURE TIME



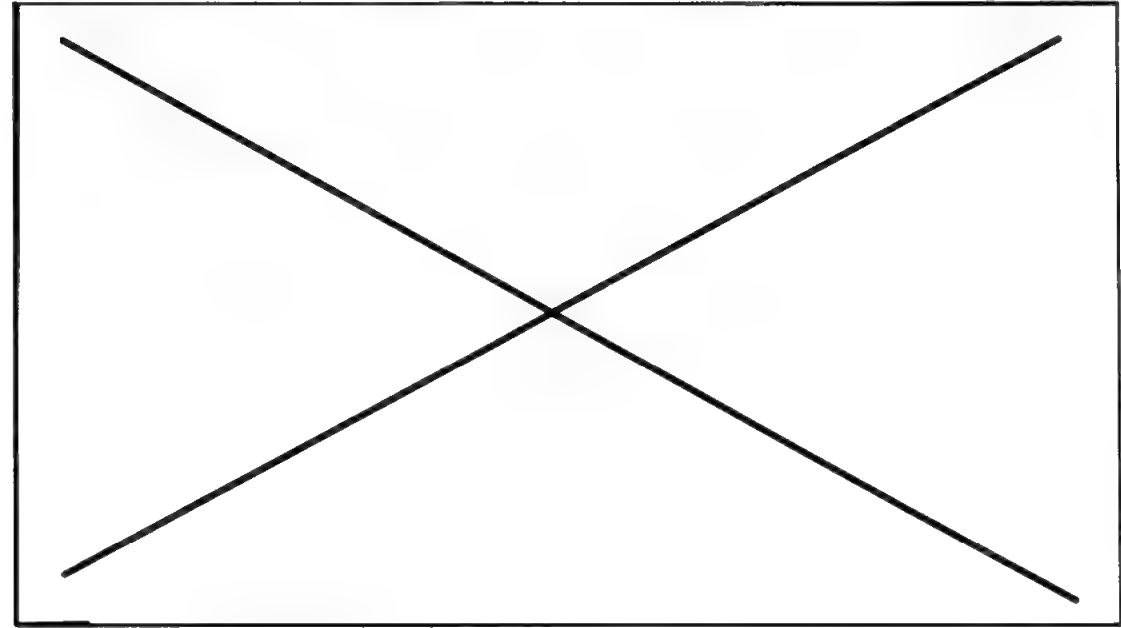
HW
Aut

Page 125

Sc. 113 CONT Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:		(1) (C1) (2) (C)
		(J) pays more than I thought.
Action	(1) (C1)	- picks up mass of money - walks off.
Timin		

JAN 14 2014

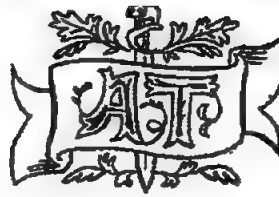
EPISODE # 1025-171

Production :

1025/171

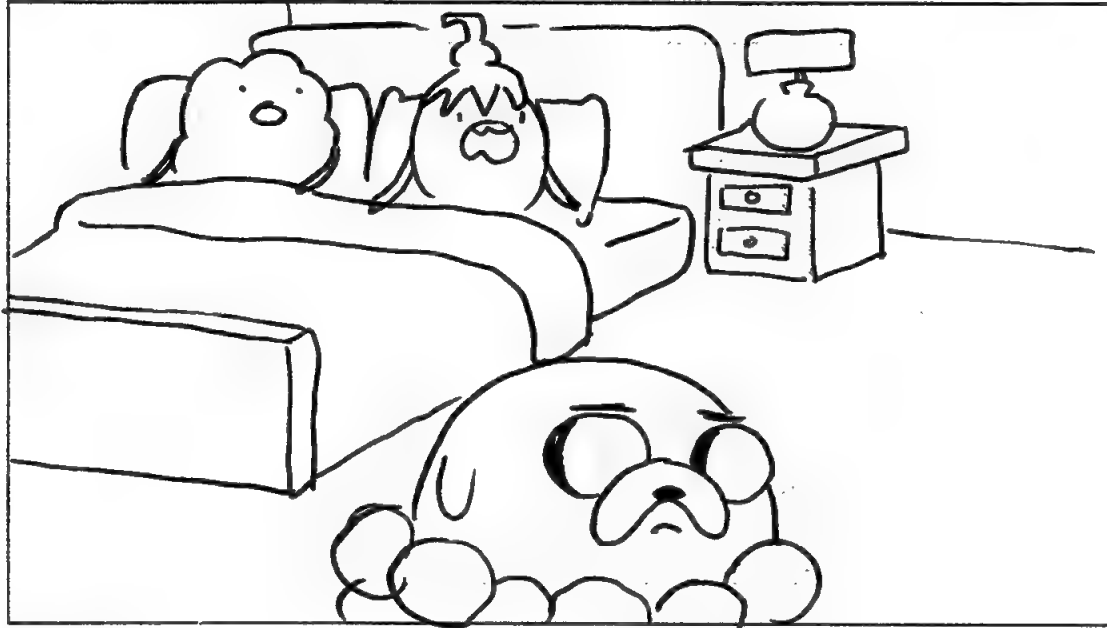
1025/171

ADVENTURE TIME



Page 126

Sc. 114 Pnl. A Bg. day night



Sc. 114 cont Pnl. B Bg. day night



Dialog:

(GB) Wait man!

(GB) There's gotta be

Action:

JAKE WALKS OVER

JAN 14 2014

Timing:

EPISODE # 1025-171

1025/171

Production :

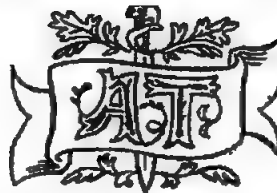
1025/171

1025/171

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HV
Cut

ADVENTURE TIME

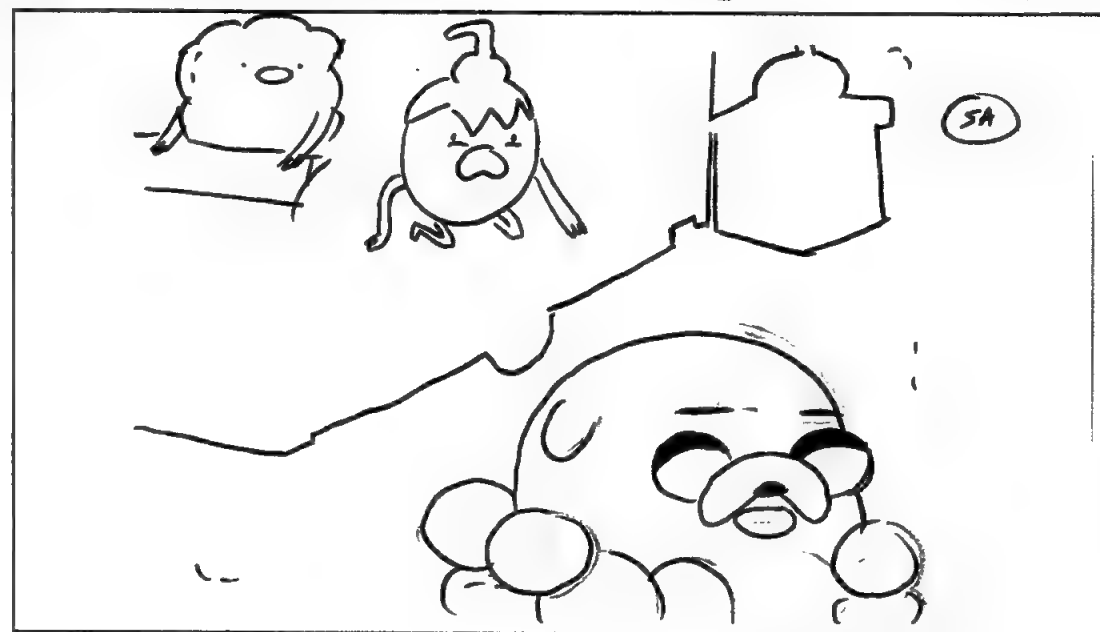


Page 127

Sc. 114 const Pnl. C Bg. day night



Sc. 114 const Pnl. D Bg. day night



Dialog:

GB: something else we can do
for those gold coins.

J: SURE MAN.

Action:

JAN 14 2014

Timing:

EPISODE #

1025-171

Production :

1025/171

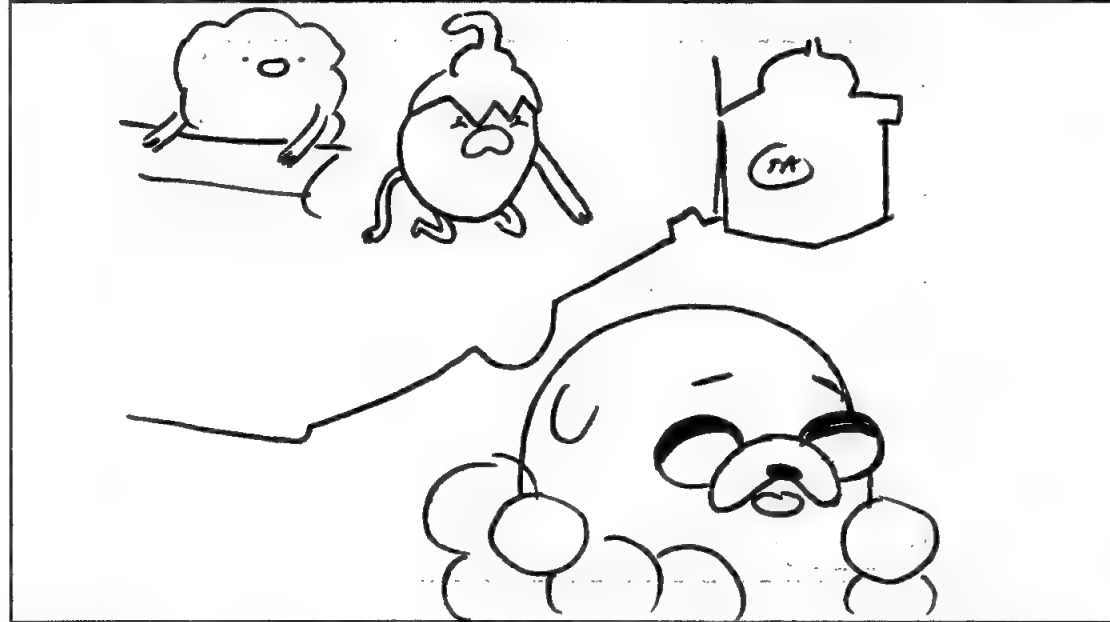
1025/171

ADVENTURE TIME

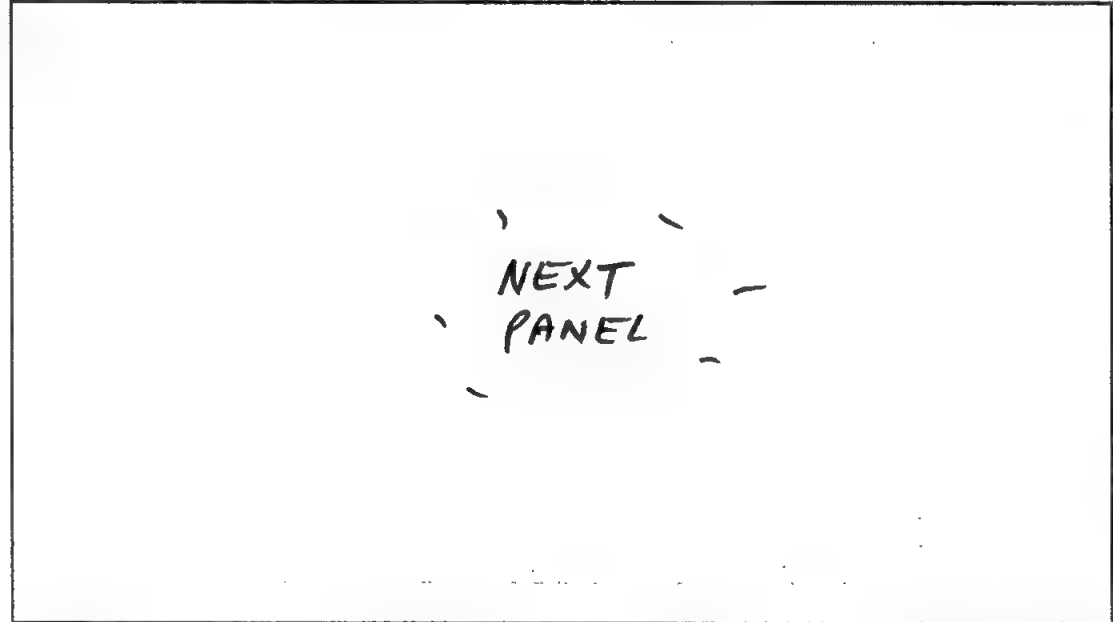


Page 128

Sc. 114 40N Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:

JAKE AS A MATTER OF FACT, YOU
CAN HAVE ALL THE GOLD
COINS...

Action:

JAN 14 2014

Timing:

1025-171

EPISODE #

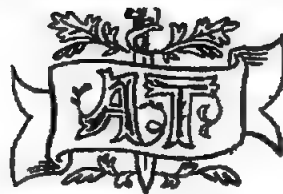
1025/171

Production :

1025/171

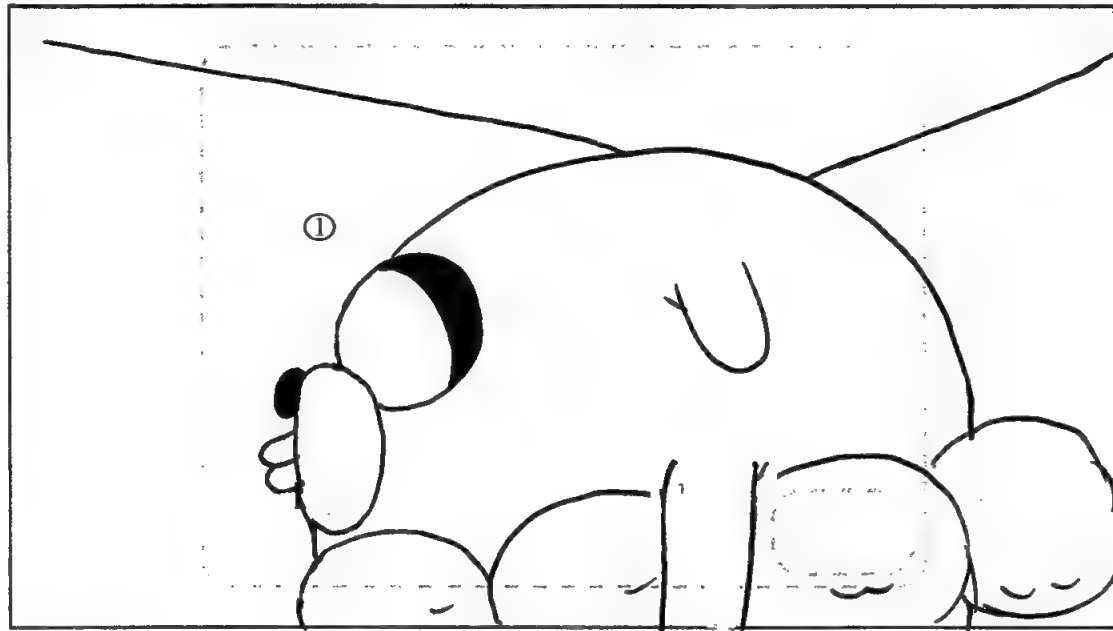
Ho Cut

ADVENTURE TIME

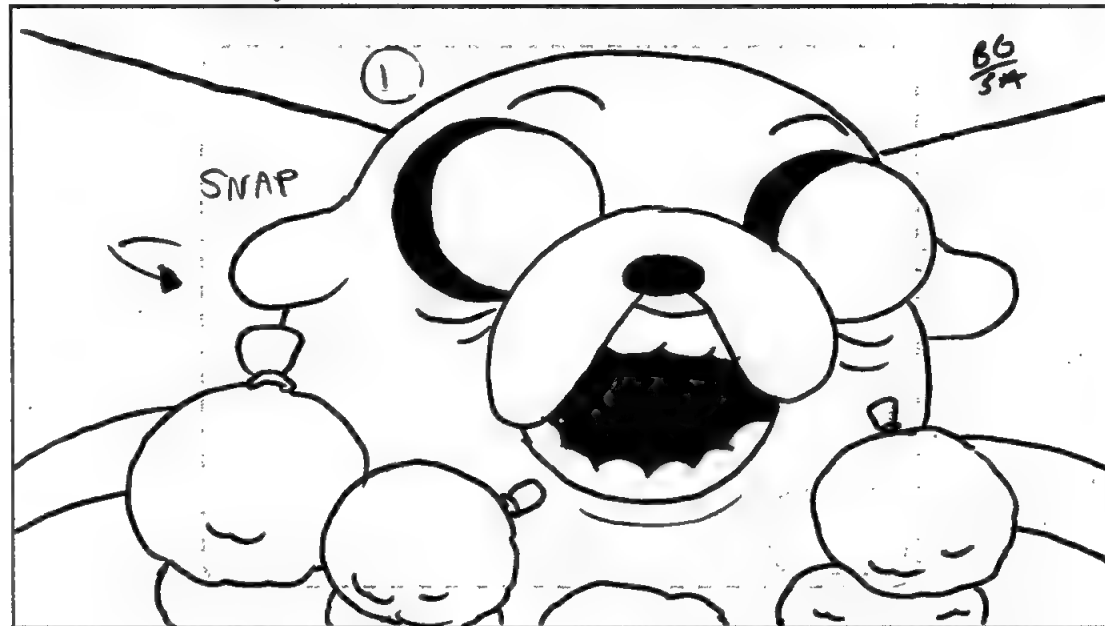


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Sc. 115 Pnl. A Bg. day night



Sc. 115 ~~cut~~ Pnl. B Bg. day night



Cut

1025-171

EPISODE #

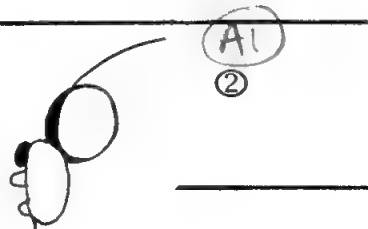
1025/171

Dialog:

Jake: All the gold coins you can-

⑤ EAT!!!

Action:



Timing:



EARS
SETTLE

JAKE WHIPS AROUND QUICK

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Production :

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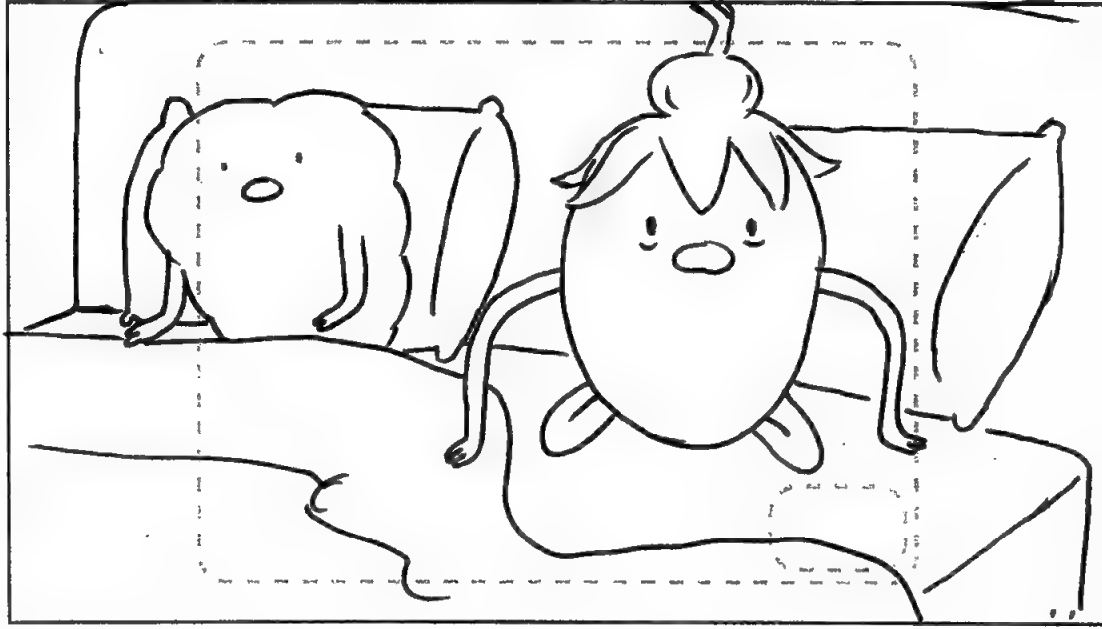
Cut

ADVENTURE TIME

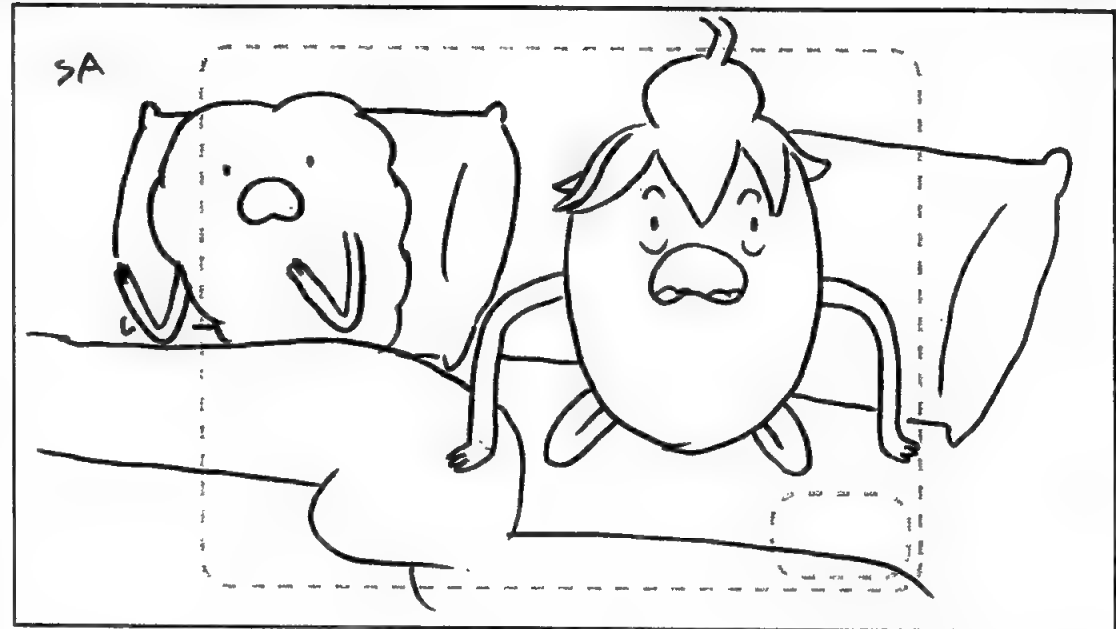


Page 130

Sc. 116 Pnl. A Bg. day night



Sc. 116 CONT Pnl. B Bg. day night



Dialog:	<p>MRS R + MR G : GASP</p>
Action:	<p>(START POSE)</p> <p>JAN 14 2014</p>
Timing:	

Cut

1025-171

EPISODE #

1025/171

Production :

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ADVENTURE TIME



Sc. 117

Pnl. A

Bg.

day night

Sc.

117 CONT

Pnl.

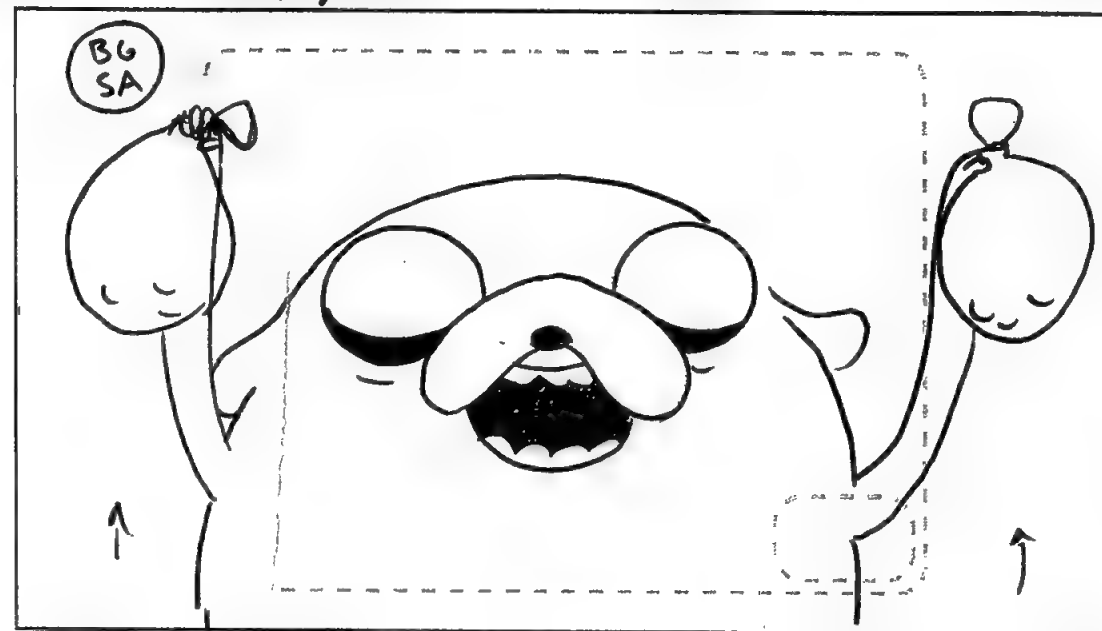
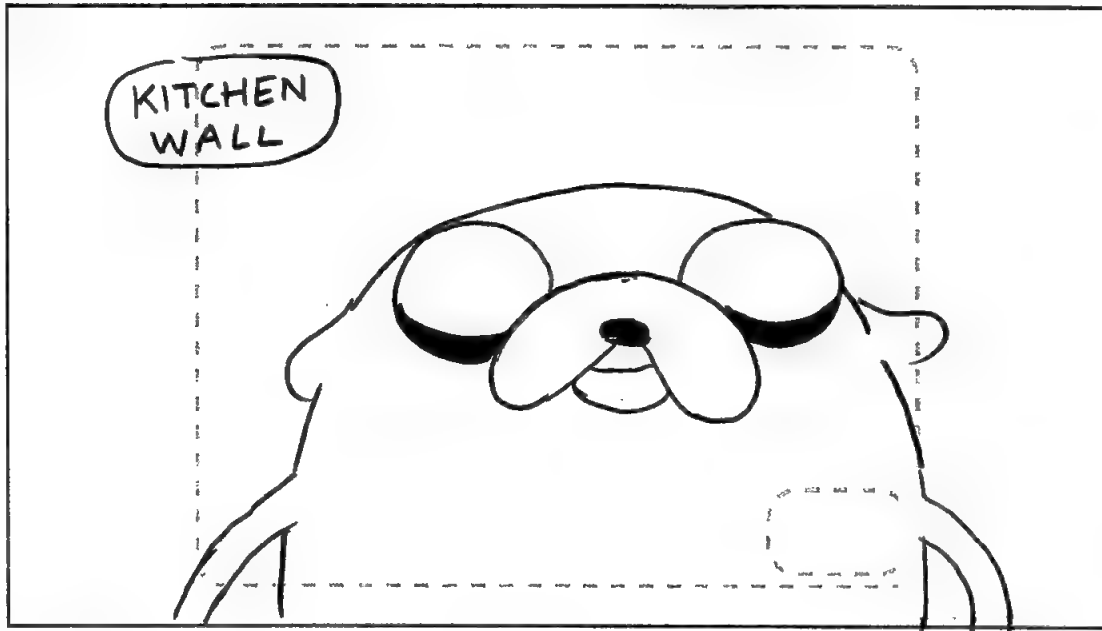
B

Bg.

Page 131

No Page 132

day night



Dialog:

(J) DINNER IS

(J) SERVED!

Action:

JAN 14 2014

Timing:

EPISODE #

1025-171

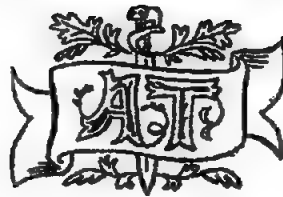
Production :

1025/171

1025/171

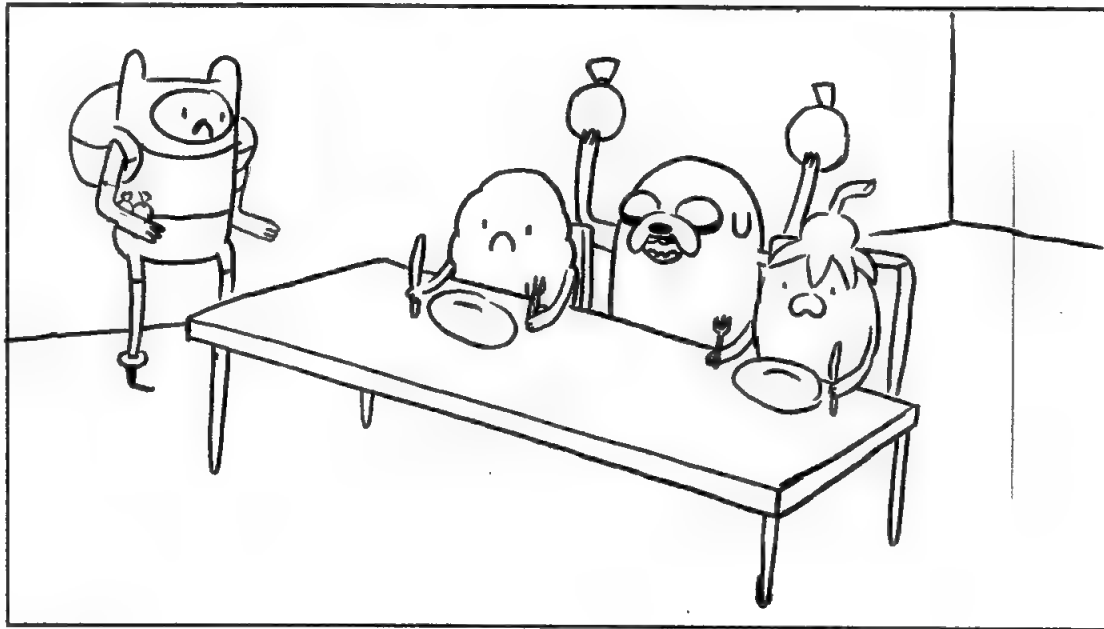
1025/171

ADVENTURE TIME

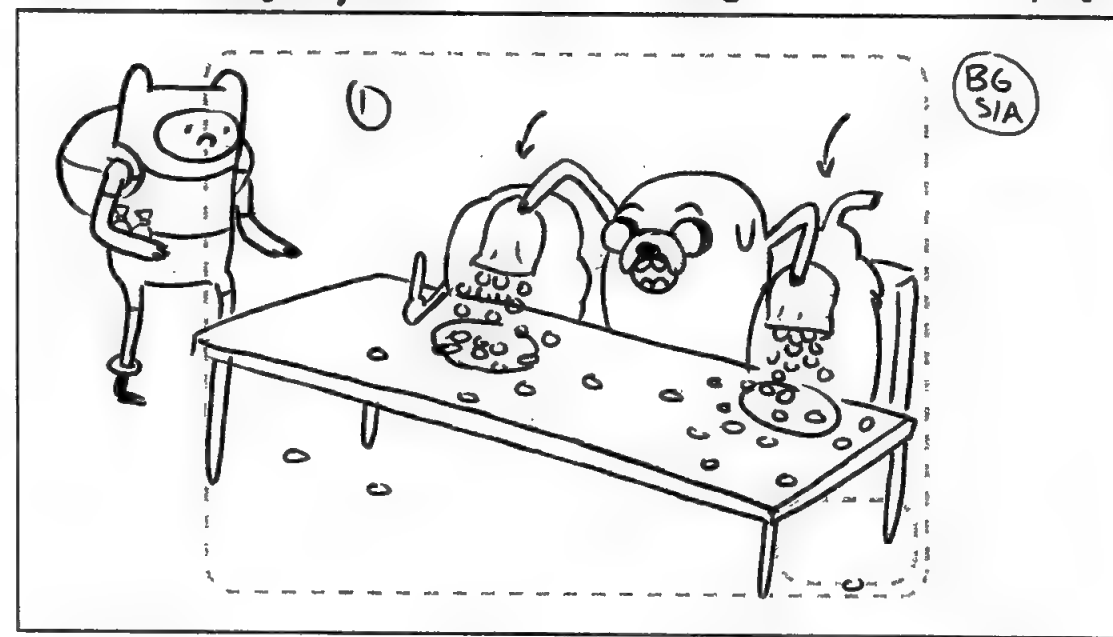


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Sc. 118 Pnl. A Bg. day night



Sc. 118 CONT Pnl. B Bg. day night



Dialog:	<p>SFX: (PLINK PLINK PLINK)</p> <p>(1) CU DUMP COINS</p> <p>(2)</p>
Action:	
Timing:	
<p>COINS HITS TABLE, PLATE, GROUND!</p> <p>①, ② COINS FALL OUT OF BAG</p>	
<p>JAN 14 2014</p>	

HW Cut

1025-171

EPISODE #

1025/171

Production :

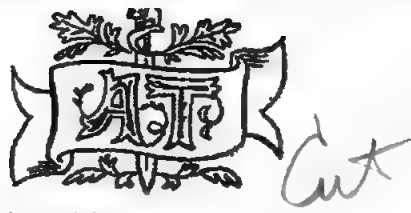
1025/171

1025/171

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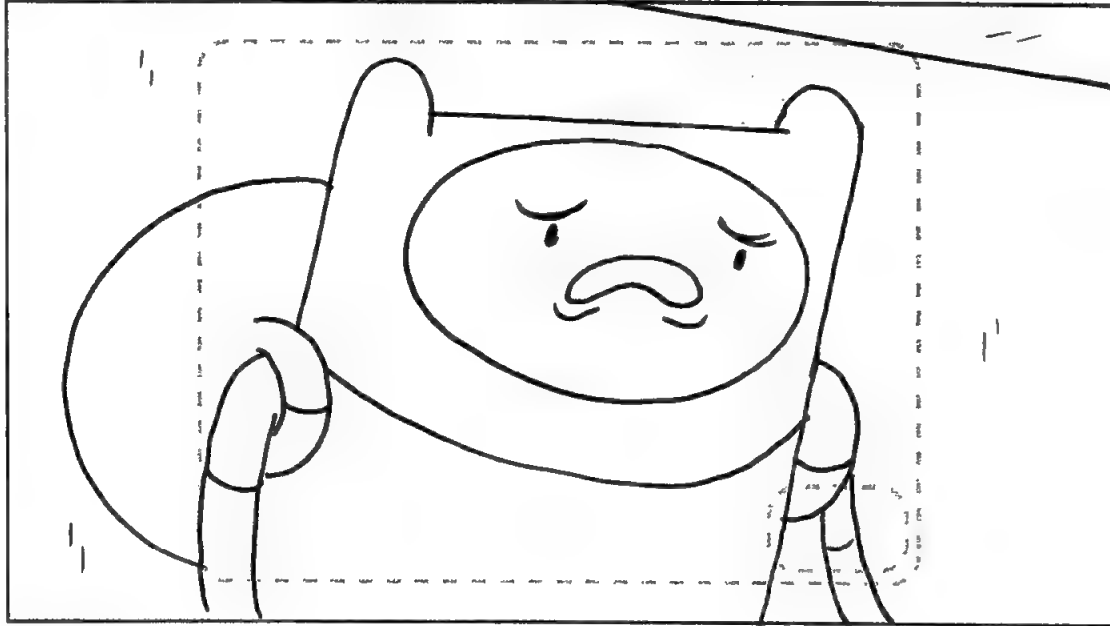
Ho
Cut

ADVENTURE TIME

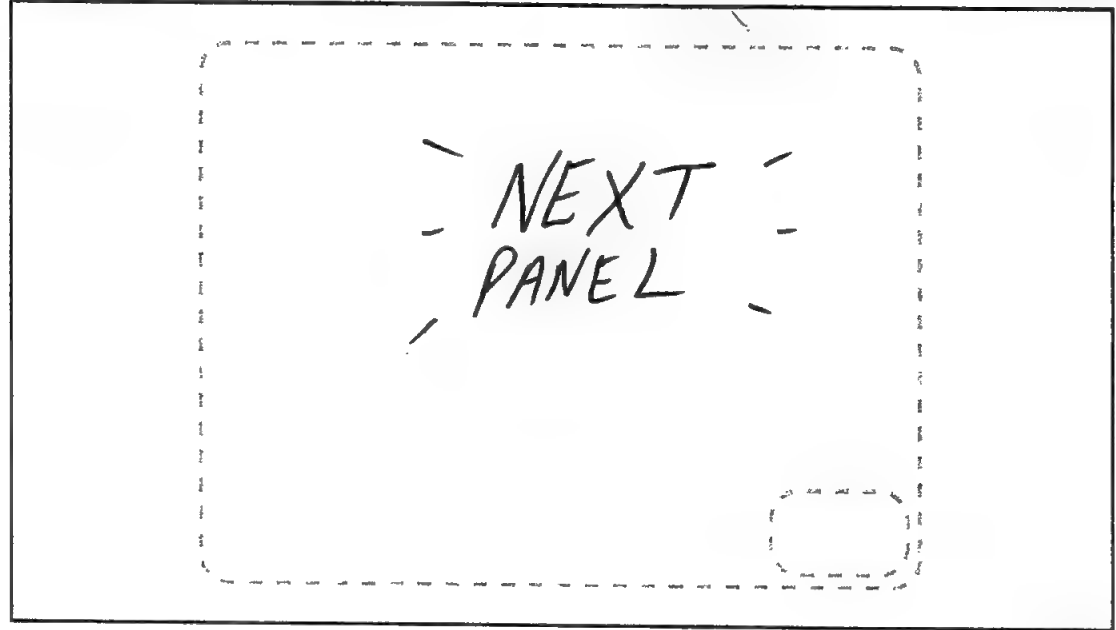


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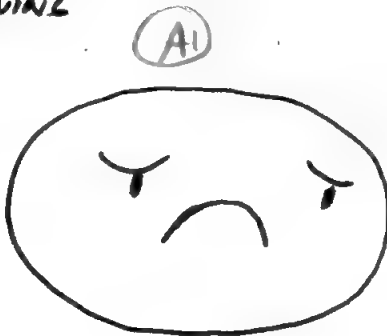
Sc. 11a Pnl. A Bg. day night



Sc. Pnl. 3g. day night



Dialog:	
Action:	FINN MAKES A DISSAPROVING FACE
Timing:	



JAN 14 2014

EPISODE # 1025-171

1025/171

Production :

1025/171

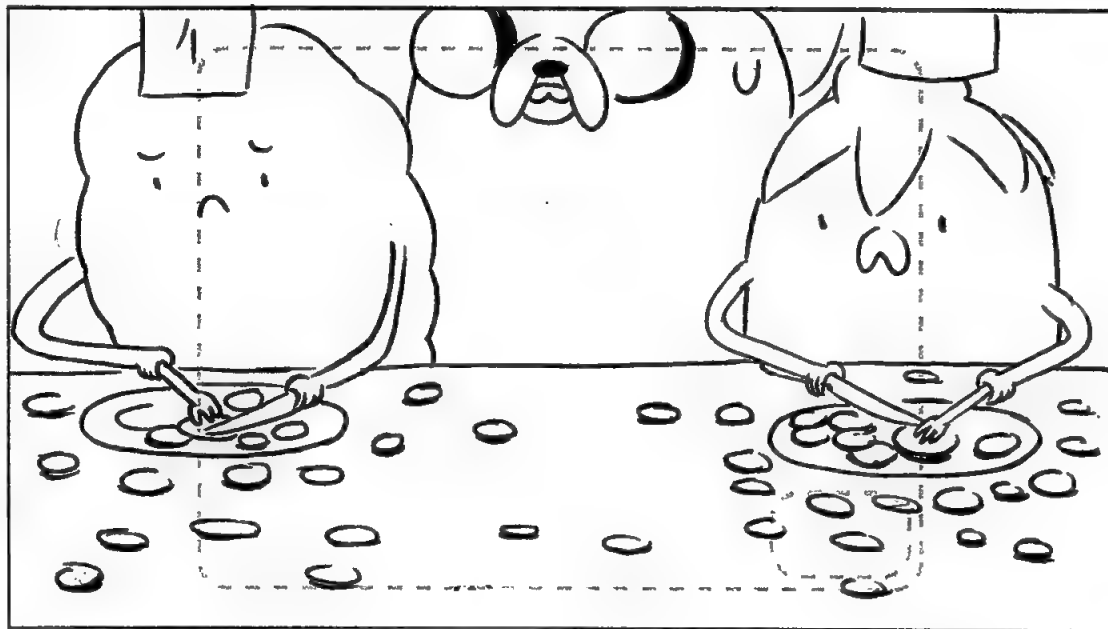
Cut

ADVENTURE TIME

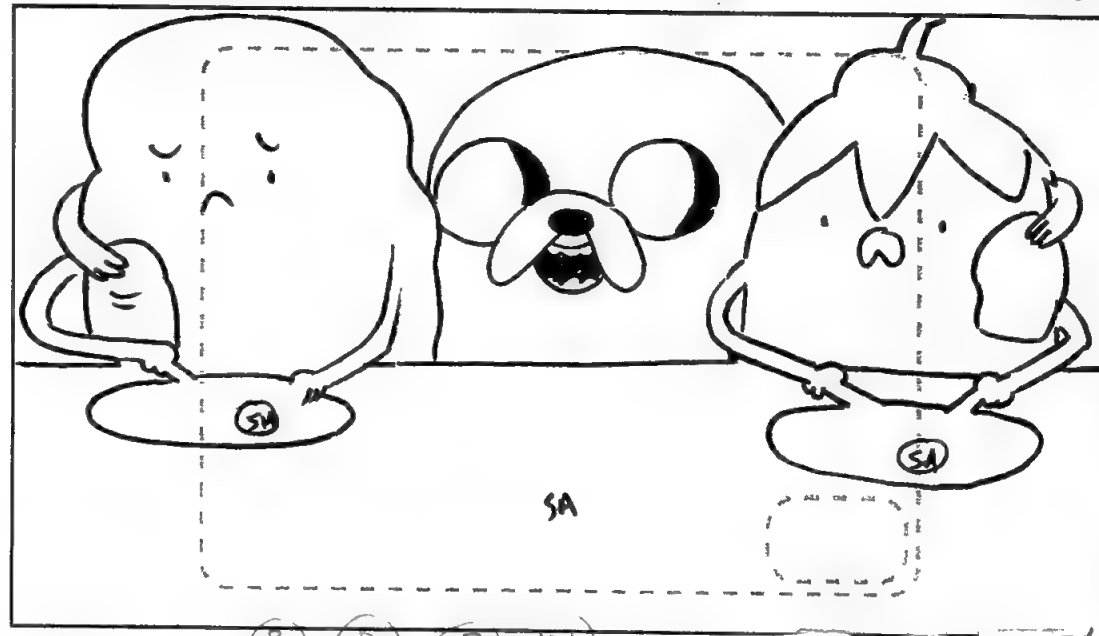


Page 135

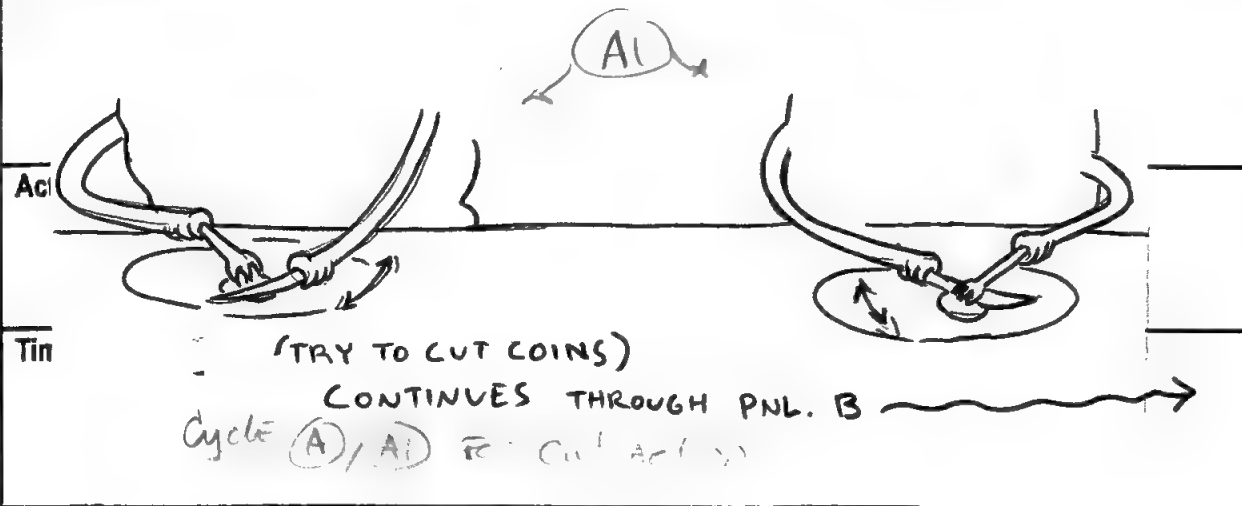
Sc. 120 Pnl. A Bg. day night



Sc. 120 *cont* Pnl. B Bg. day night



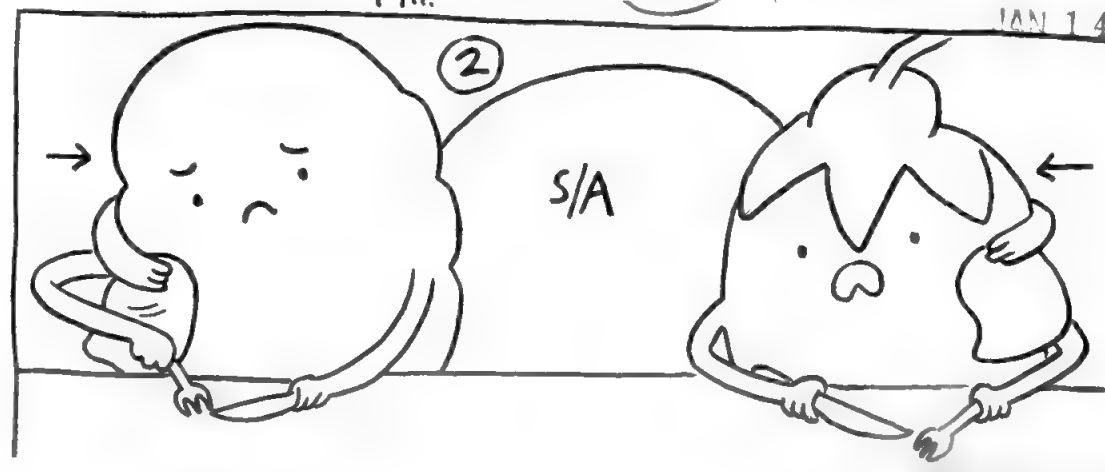
Dialog:



(B) (B1) (B) (B1)
① ② ① ②
⑤ yummy, yummy

Take hugs
couple w/ Dial.

(B1)



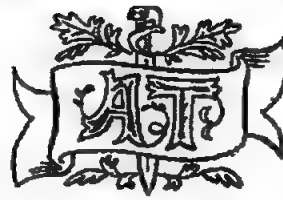
JAN 14 2014

EPISODE# 1025-171

1025/171

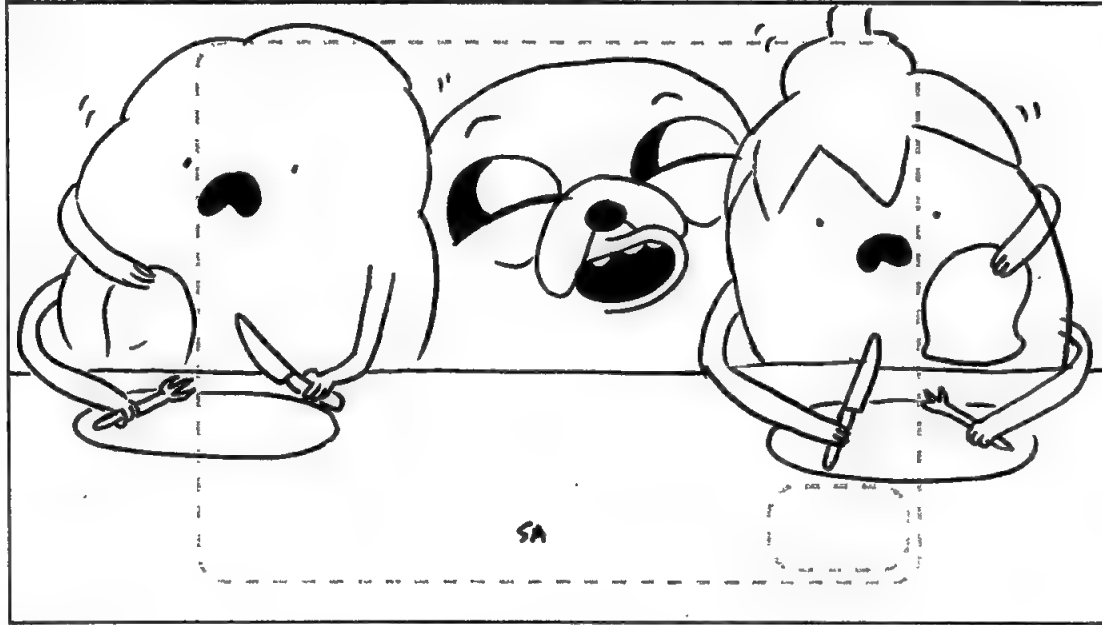
1025/171

ADVENTURE TIME

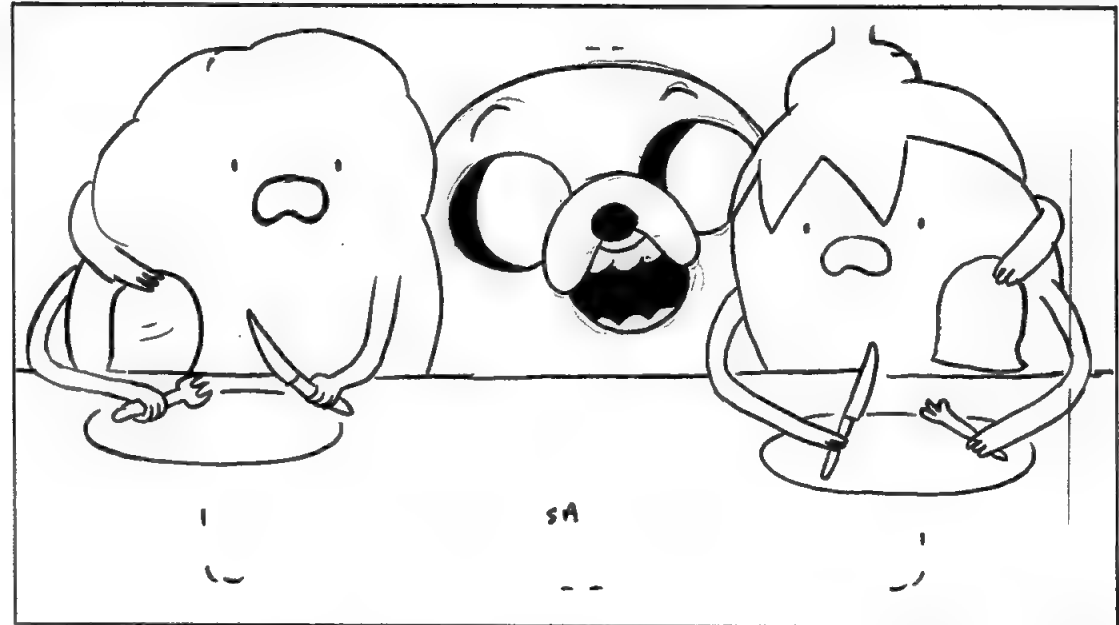


Page 136

Sc. 120 cont Pnl. C Bg. day night



Sc. 120 cont Pnl. D Bg. day night



Dialog:	<p>⑤ yummy !!!</p> <p>⑤ Hey you kids</p> <p style="text-align: right;">JAN 14 2014</p>
Action:	<p>Jake rustles the two</p>
Timing:	

1025-171

EPISODE #

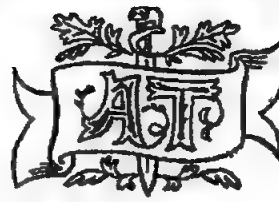
1025/171

Production :

1025/171

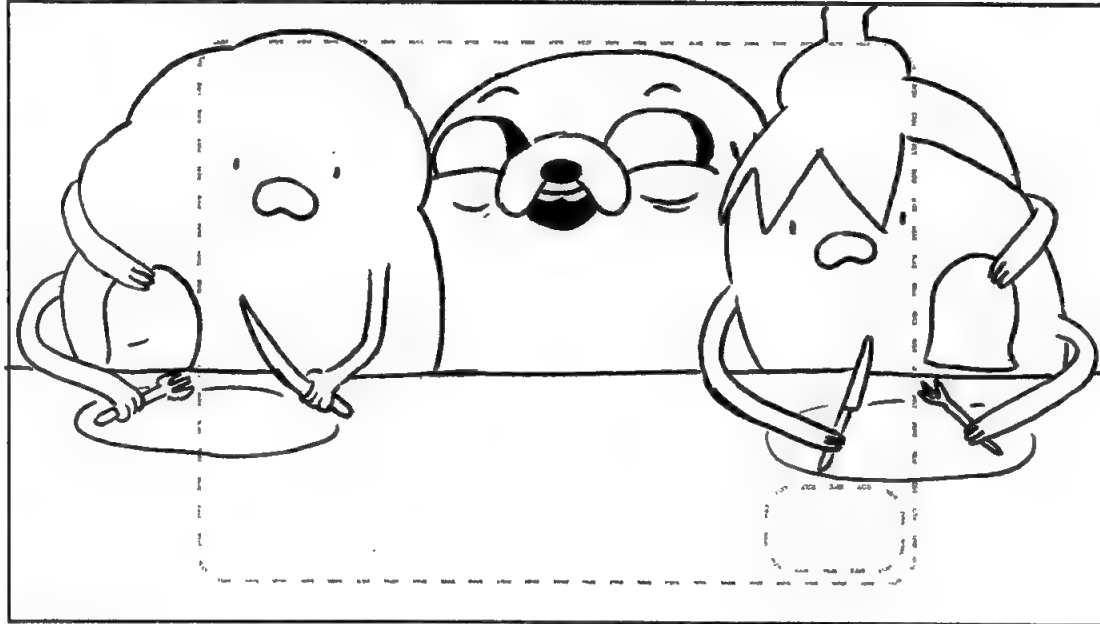
1025/171

ADVENTURE TIME

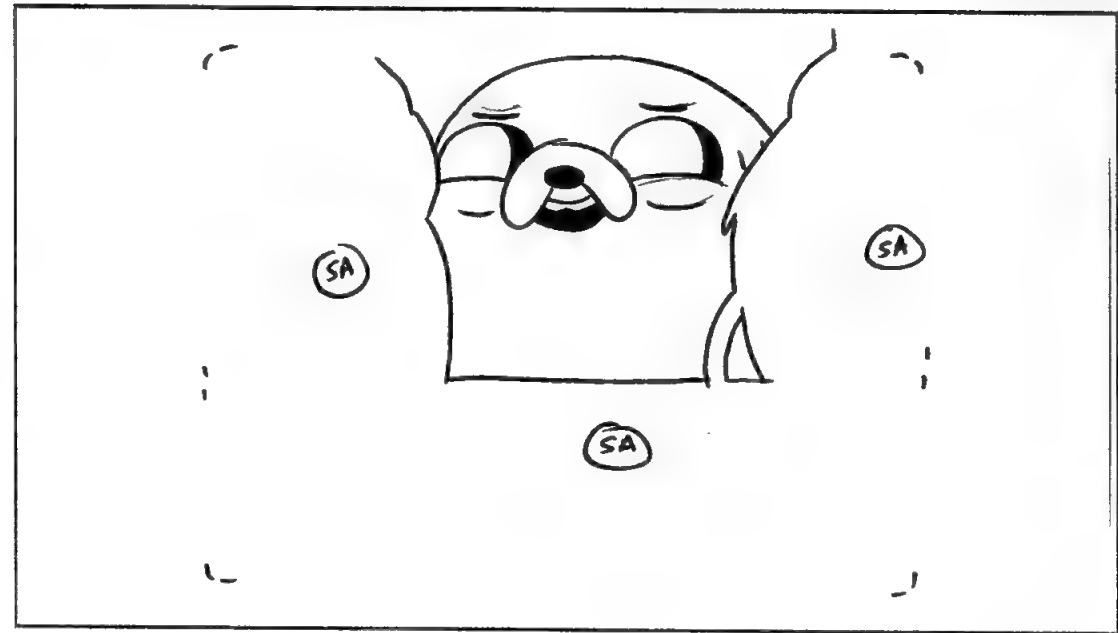


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Sc. 120 CONT Pnl. E Bg. day night



Sc. 120 CONT Pnl. F Bg. day night



Dialog:

⑤ need some dessert.

⑤ I'll go see what I can
rustle up ---

Action:

JAN 14 2014

Timing:

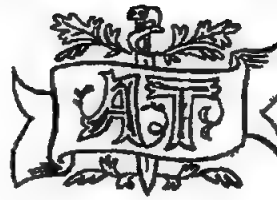
EPISODE # 1025-171

Production :

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1025/171

ADVENTURE TIME



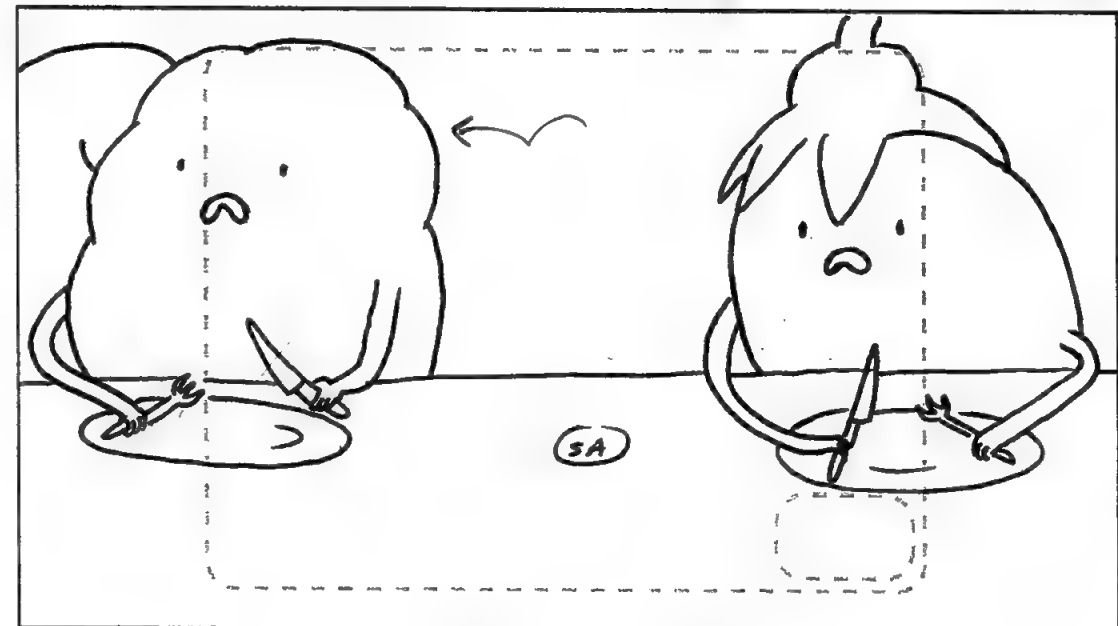
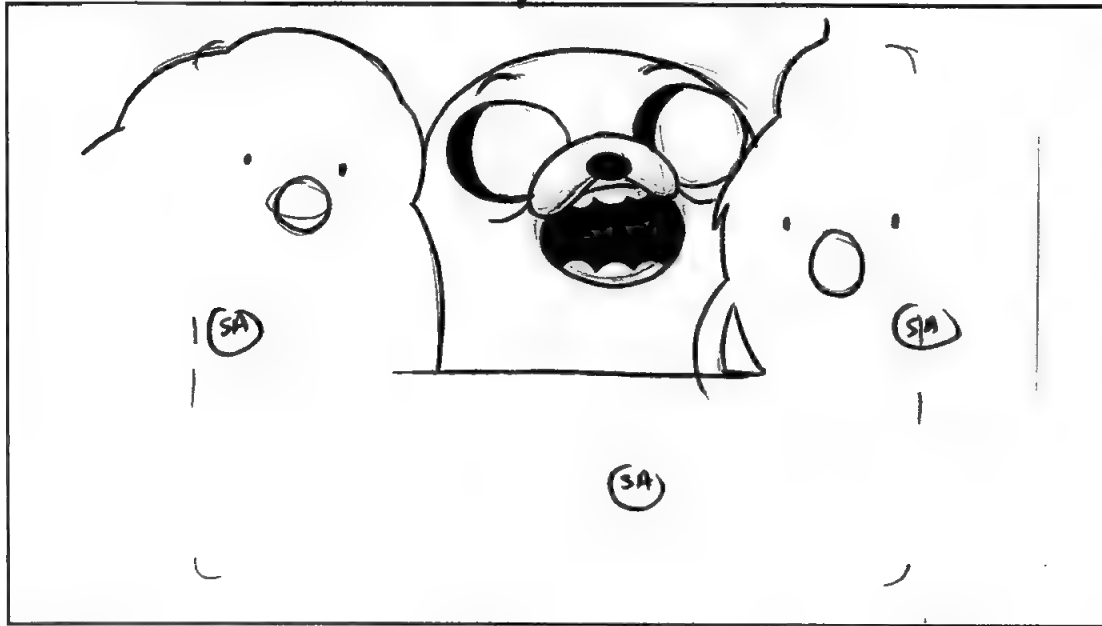
NO SC
121

Page 138

NO PG 139
day night

Sc. 120 cont Pnl. 6 Bg. day night

Sc. 120 cont Pnl. H Bg. day night



Dialog:	(J) IN THE TOOLSHED!!!	(J) HAHAAH!
Action:		
Timing:		

JAN 14 2014

HW
Cont

1025-171

EPISODE #

1025/171

Production :

1025/171

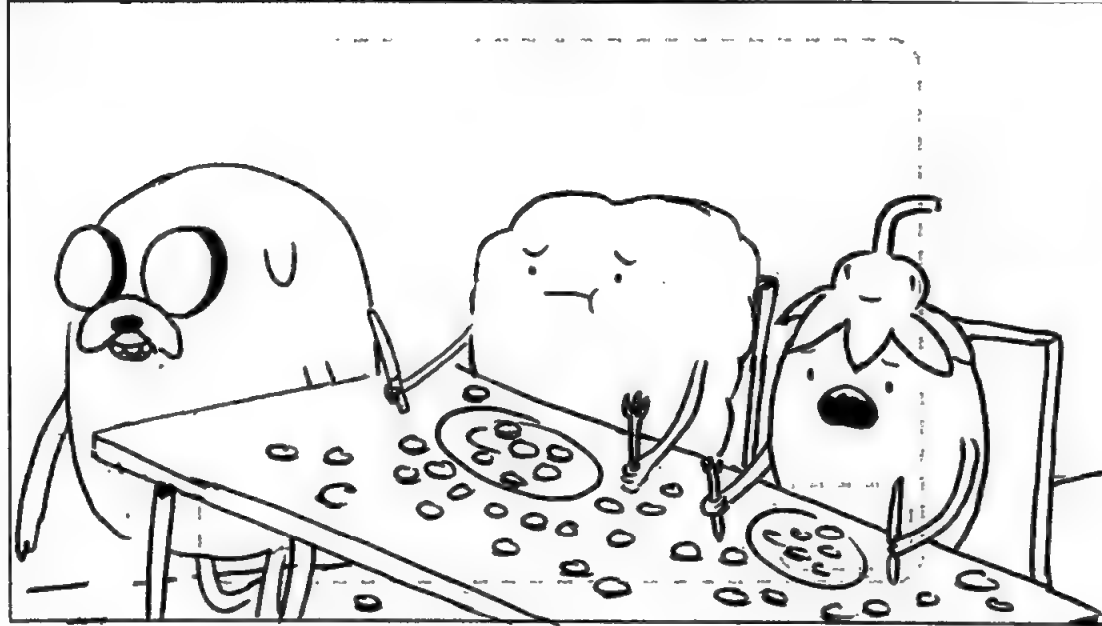
HW
cut

ADVENTURE TIME

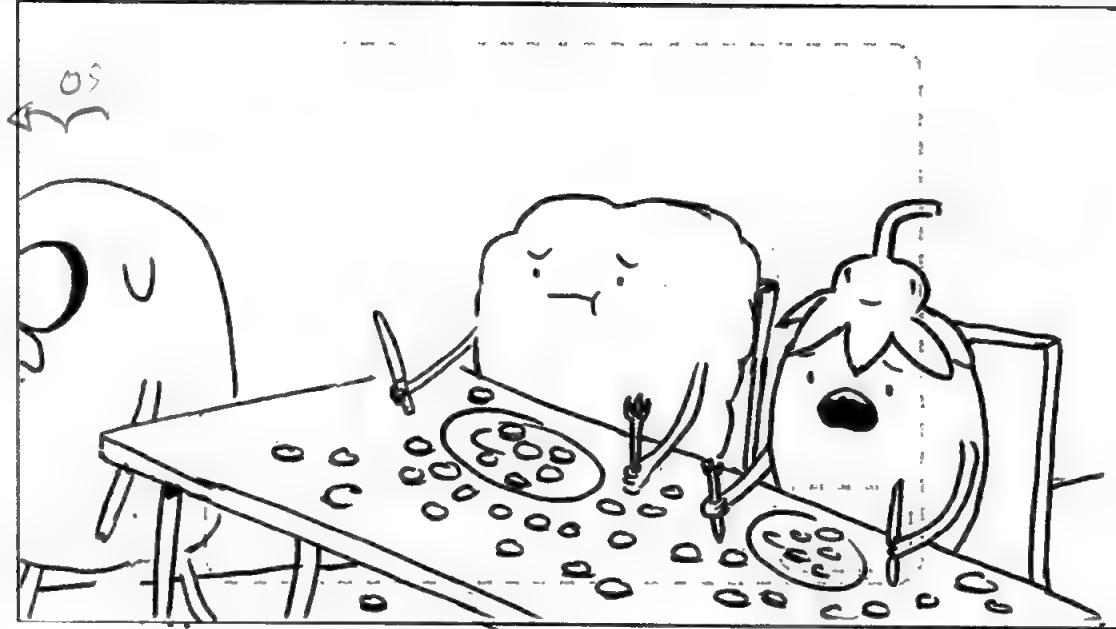


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Sc. 122 Pnl. A Bg. day night



Sc. 122 cont Pnl. B Bg. day night



Dialog:

Jake cont: laughing*

Action:

{Mrs. Raspberry chews on coin}

Timing:

JAN 14 2014

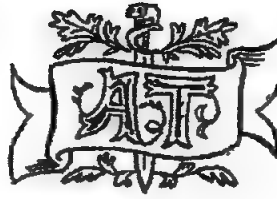
EPISODE # 1025-171

1025/171

Production :

1025/171

ADVENTURE TIME

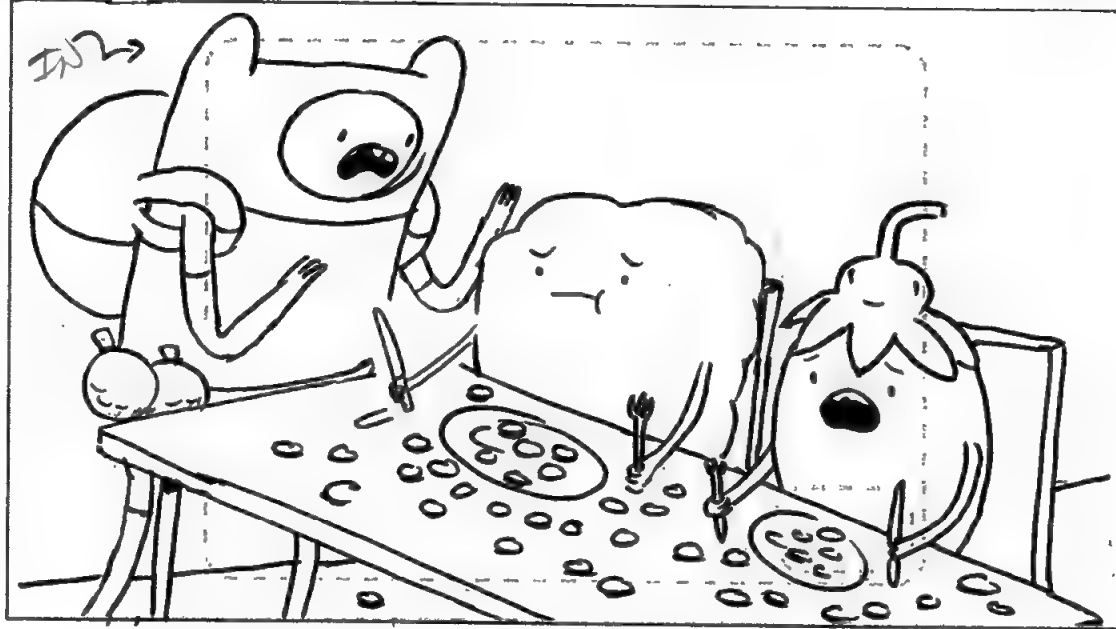


Sc. 122 *cont*

Pnl. C

Bg.

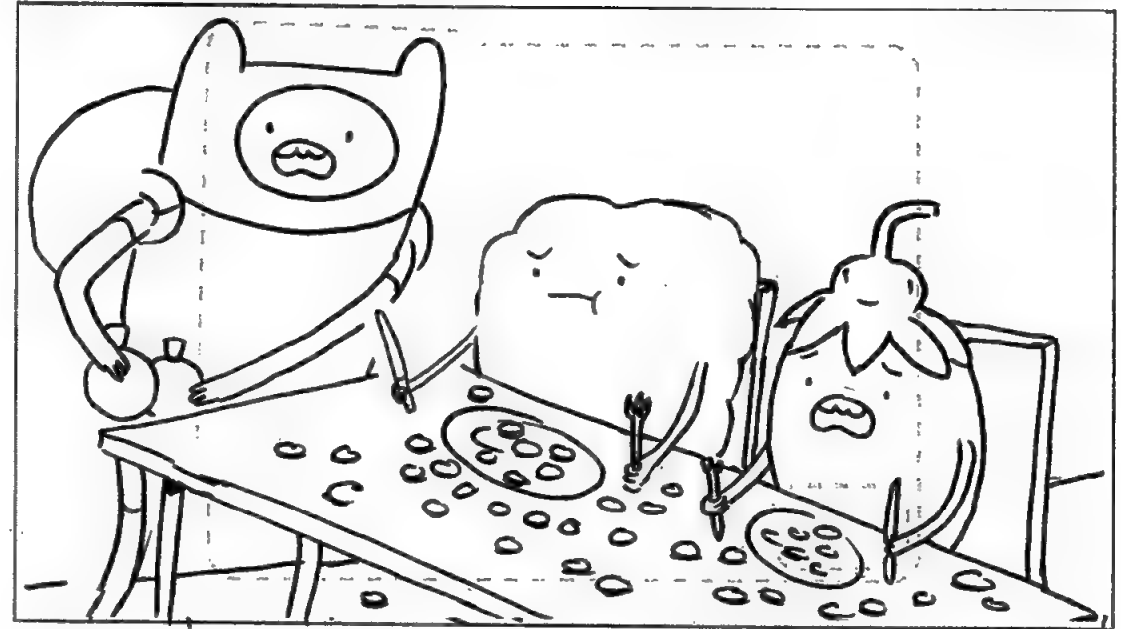
day night



Sc. 122 *cont*

Pnl. D

Bg.



Page 141

141A NEXT
day night

Dialog:

finn: Guys, Im super sorry about -

Action:

Timing:

F: my friend. . .



JAN 1 4 2014

EPISODE #

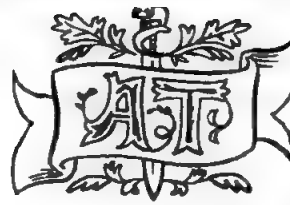
Production :

1025/171

1025/171

1025/171

ADVENTURE TIME



Page 141A

142 NEXT

Sc. 122 *CONT*

Pnl.

E

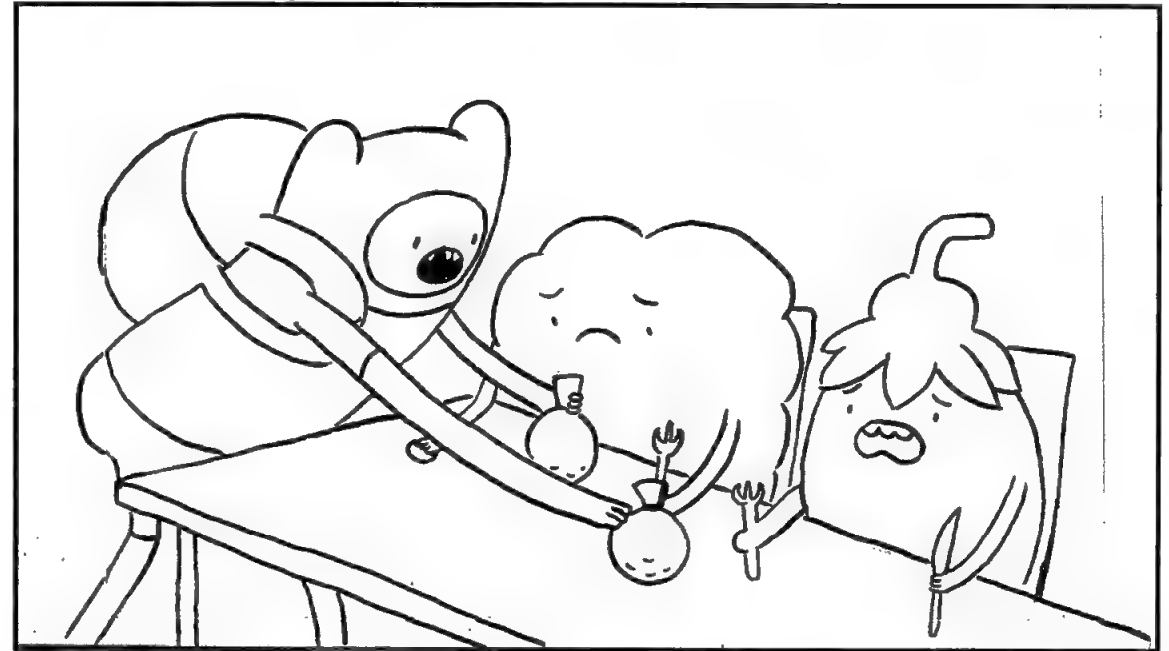
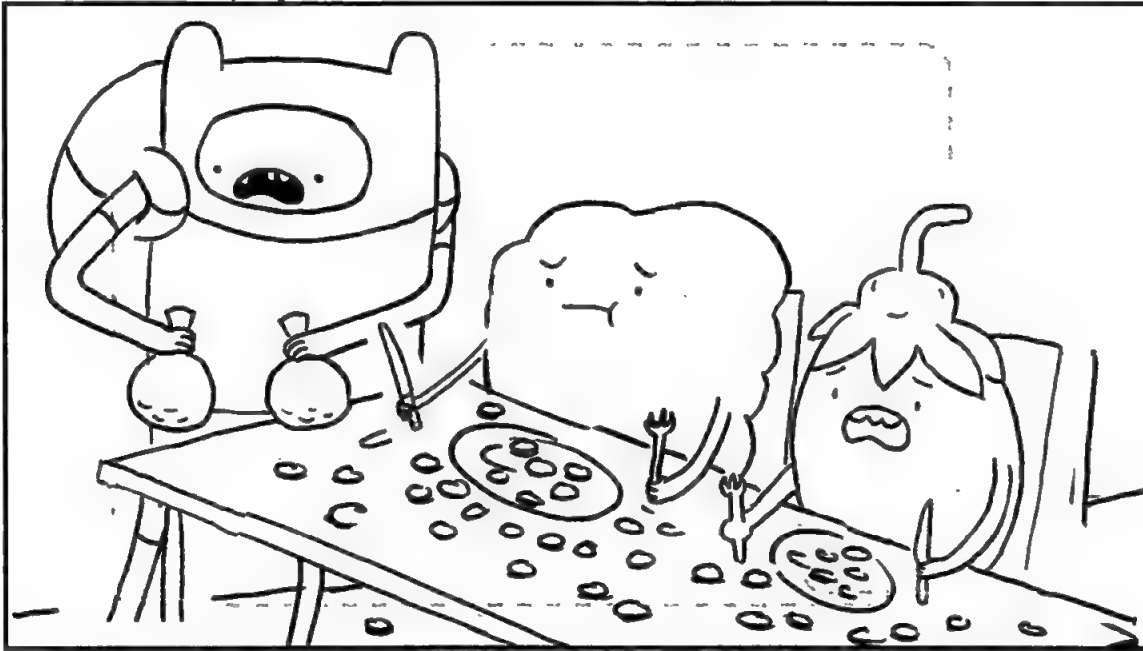
Bg.

day night

Sc. 122 *CONT*

Pnl. F

Bg.



Dialog:

Finn : my friend..

E: HERE ...

Action:

-F PUTS TWO MONEY BAGS IN FRONT OF MRS.R + MR.G

JAN 14 2014

Timing:

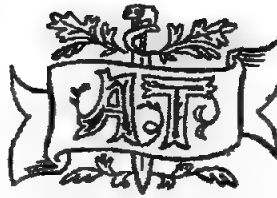
EPISODE #

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Production:

1025/171

ADVENTURE TIME

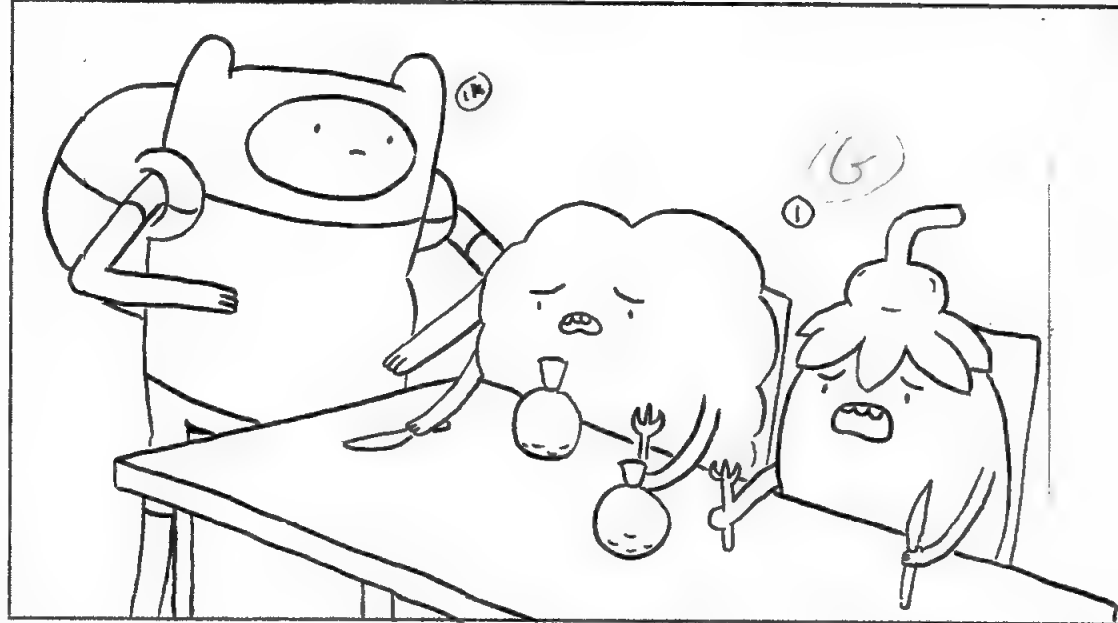


Sc. 122 *CONT*

Pnl. G

Bg.

day night

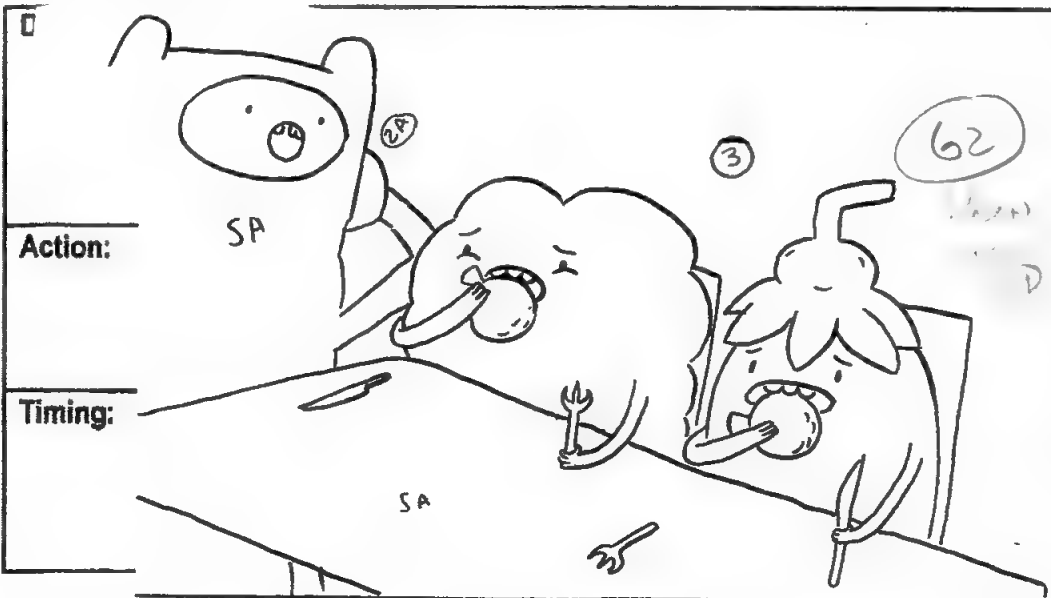
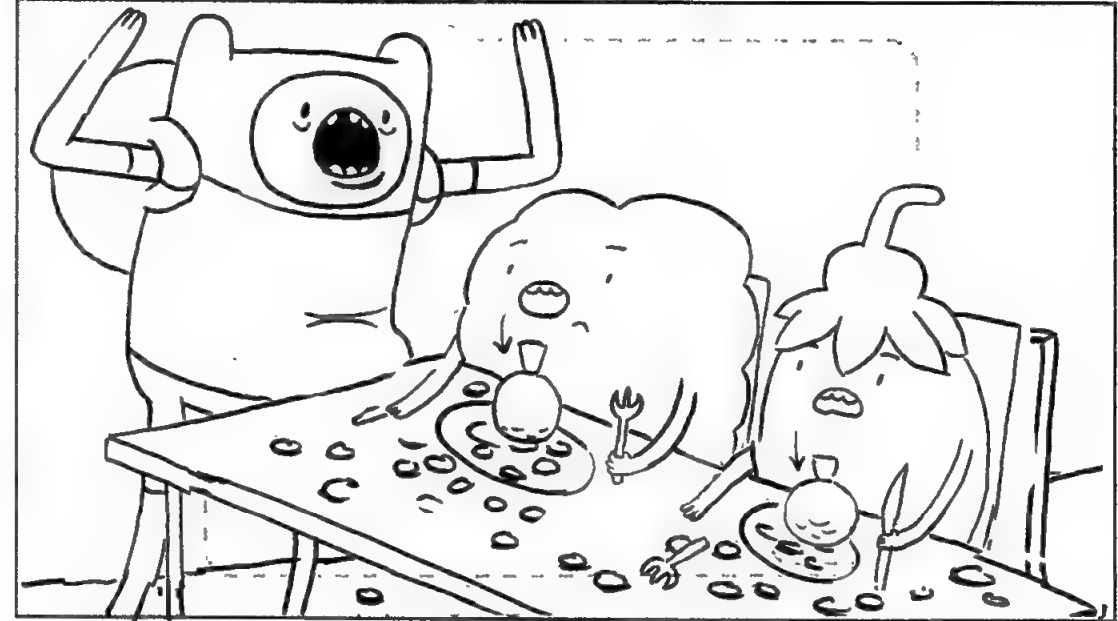


Sc. 122 *CONT*

Pnl. H

Bg.

Page *142*
NO PG 143
day night



F: DON'T EAT IT YA DUMS!



JAN 14 2014

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Production :

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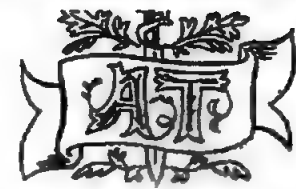
1025/171

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Cut

ADVENTURE TIME



Page ¹⁴⁴
~~144~~ NEXT
day night

Sc. 123

Pnl. A

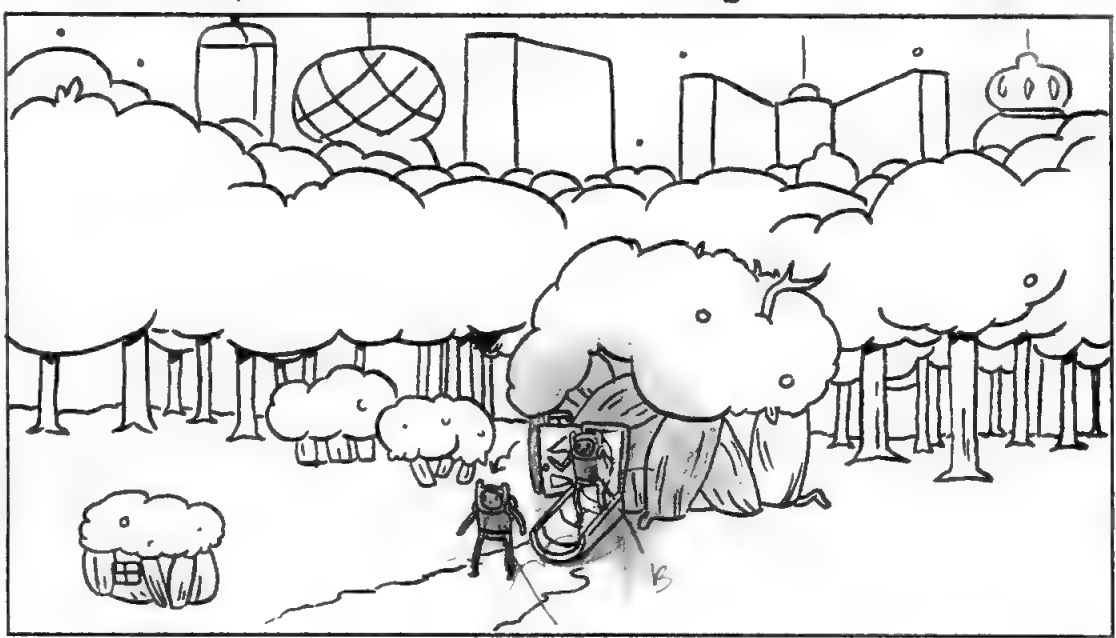
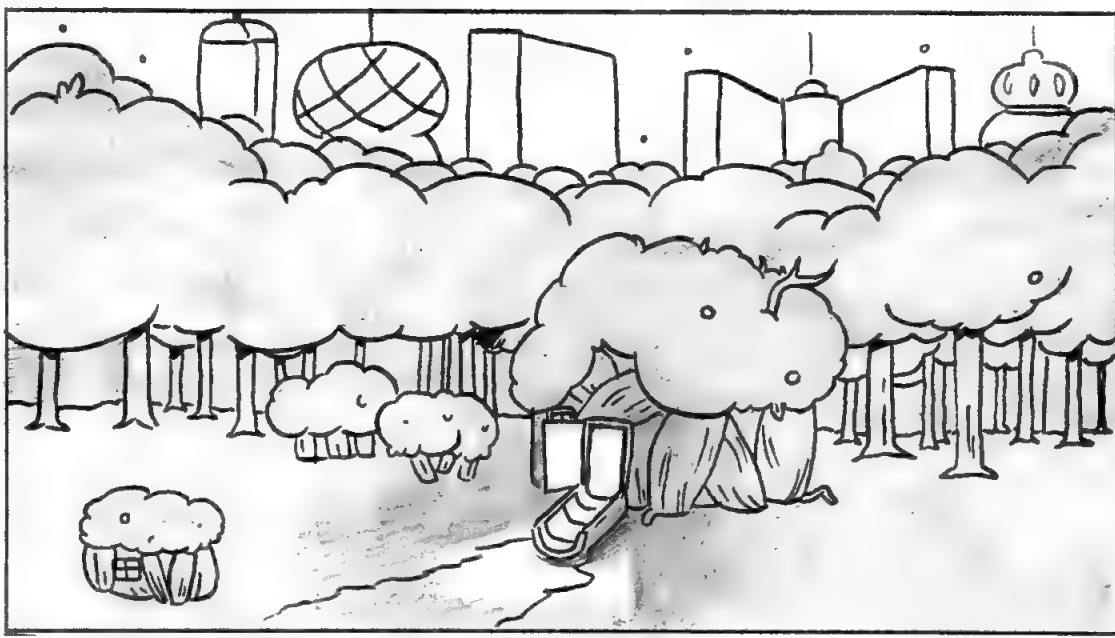
Bg.

day night

Sc. 123 *CONT*

Pnl. B

Bg.



Cut

Dialog:	
Action:	-FINN WALKS OUT DOOR.
Timing:	

JAN 14 2014

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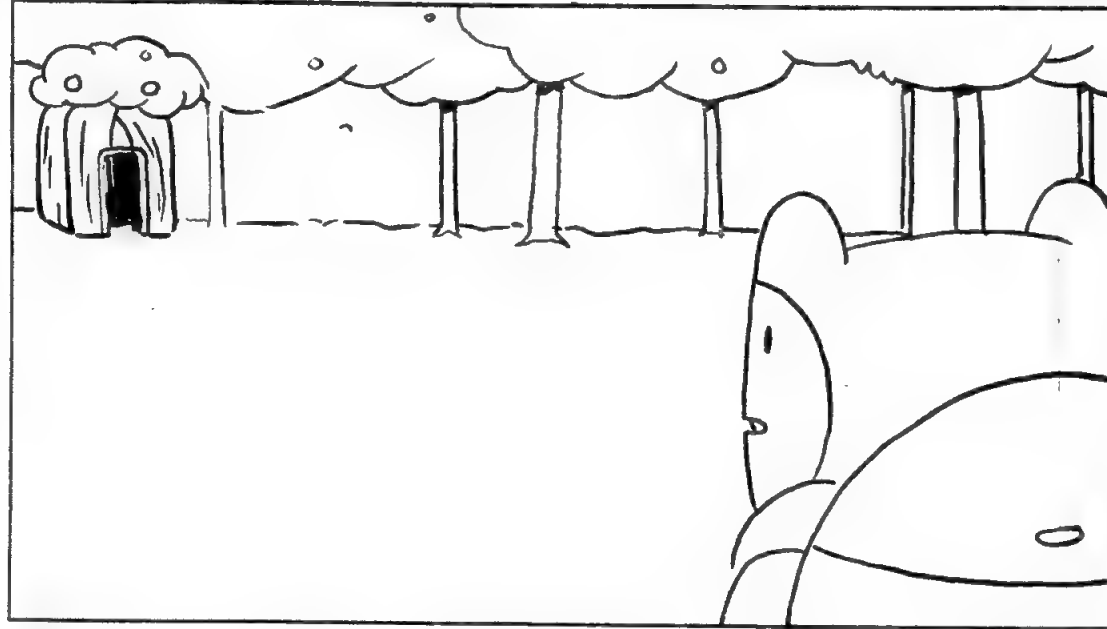


Sc. 124

Pnl. A

Bg.

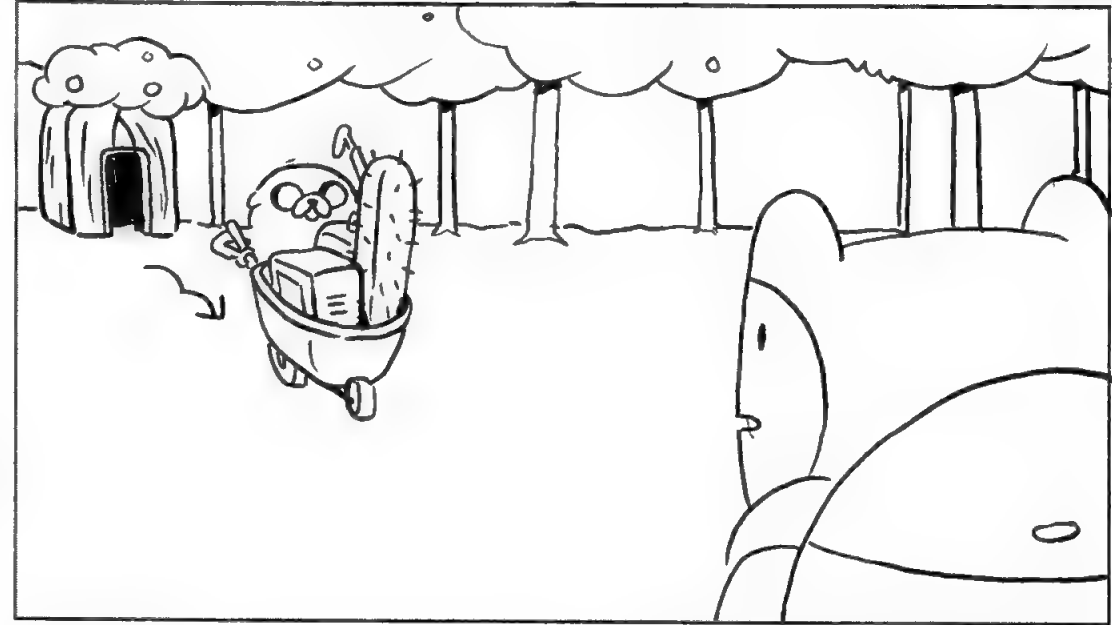
day night



Sc. 124 CONT

Pnl. B

Bg.

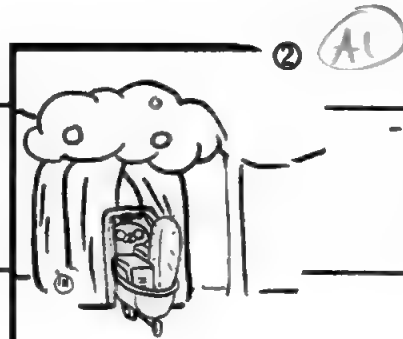


Page 144 A
144 B NEXT
day night

Dialog:

Action:

Timing:



- J. WHEELS WAGON
OUT OF TOOL SHED



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ADVENTURE TIME



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 day night

Sc.

Pnl.

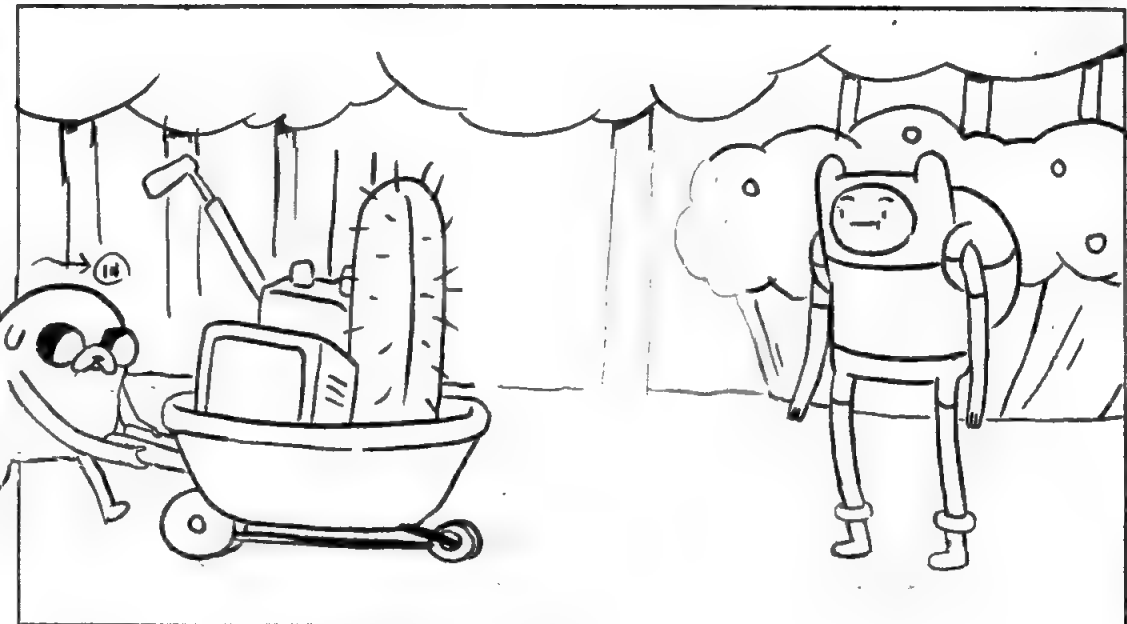
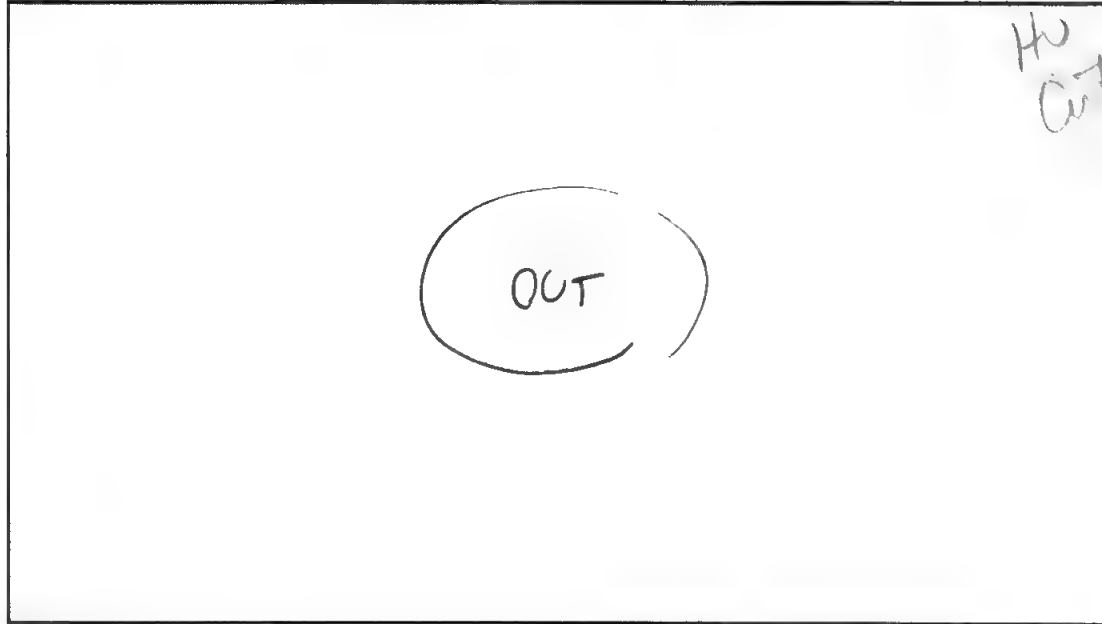
Bg.

day night

Sc. 125

Pnl. A

Bg.



Dialog:

Action:

- J. WHEELS WAGON ON/S

JAN 14 2014

Timing:

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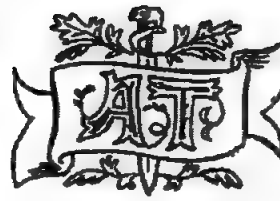
1025/171

Production :

1025/171

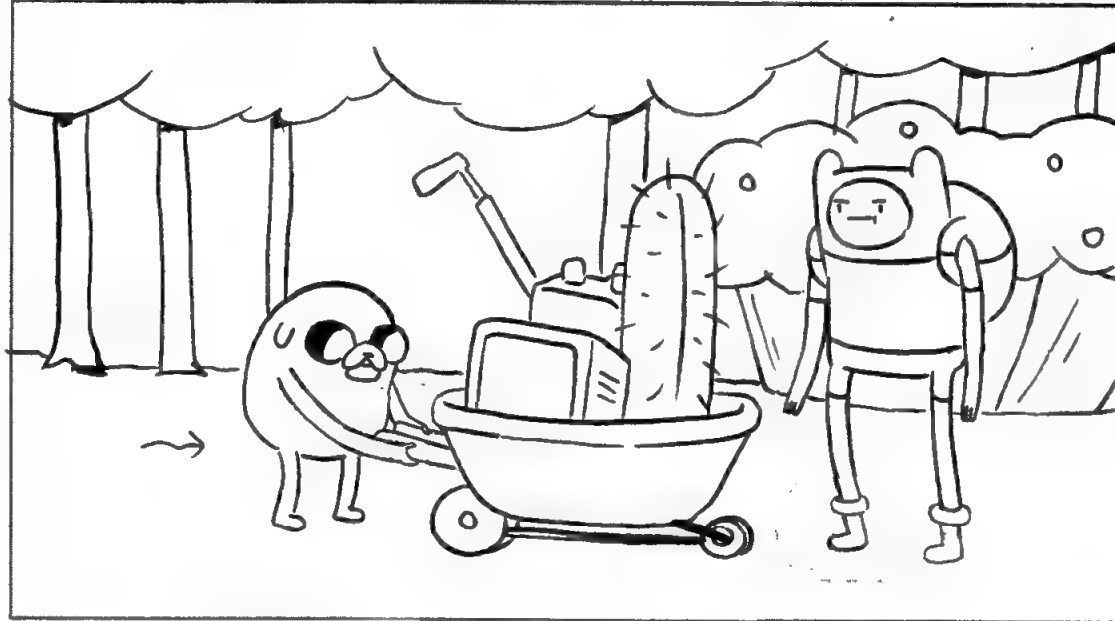
1025/171

ADVENTURE TIME

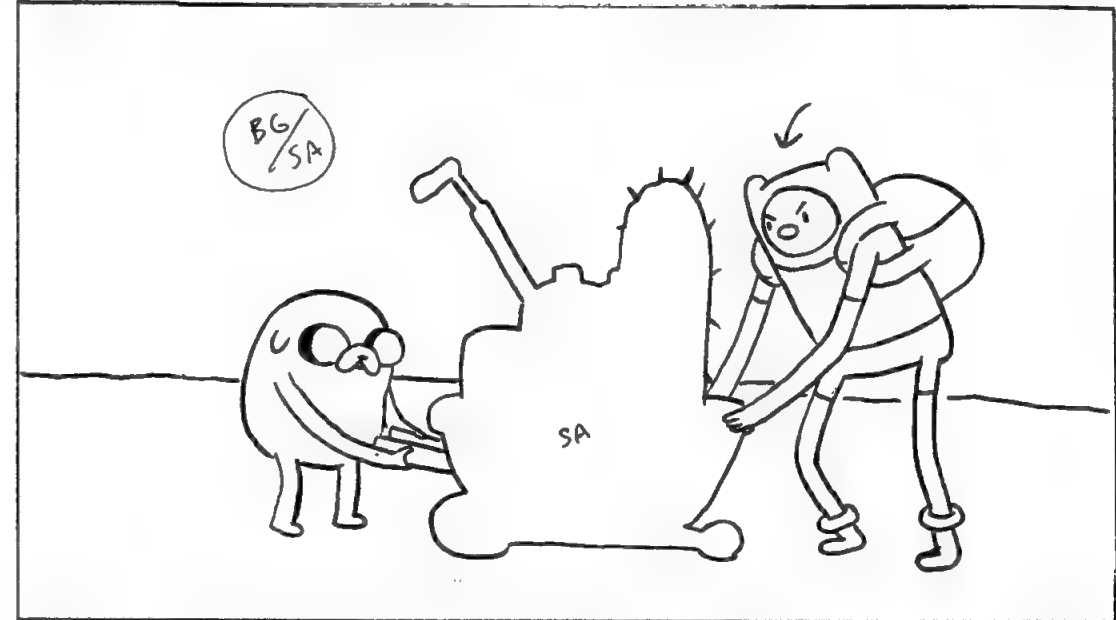


Page 145

Sc. 125 *CONT* Pnl. *B* Bg. day night



Sc. 125 *CONT* Pnl. *C* Bg. day night



<p>Dialog:</p> <p><i>J:</i> HOW MUCH DO YOU THINK I'D HAVE TO PAY EM TO LICK THE DUST OFF OF ALL THIS DUSTY STUFF</p> <p><i>F:</i> DUDE, I DO NOT APPROVE OF THE WAY YOU ARE SPENDING MONEY RIGHT NOW.</p>	
<p>Action: - J. STOPS IN FRONT OF FINN</p> <p style="text-align: right;">JAN 14 2014</p>	
<p>Timing:</p>	

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 1025/171
 Production :

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ADVENTURE TIME



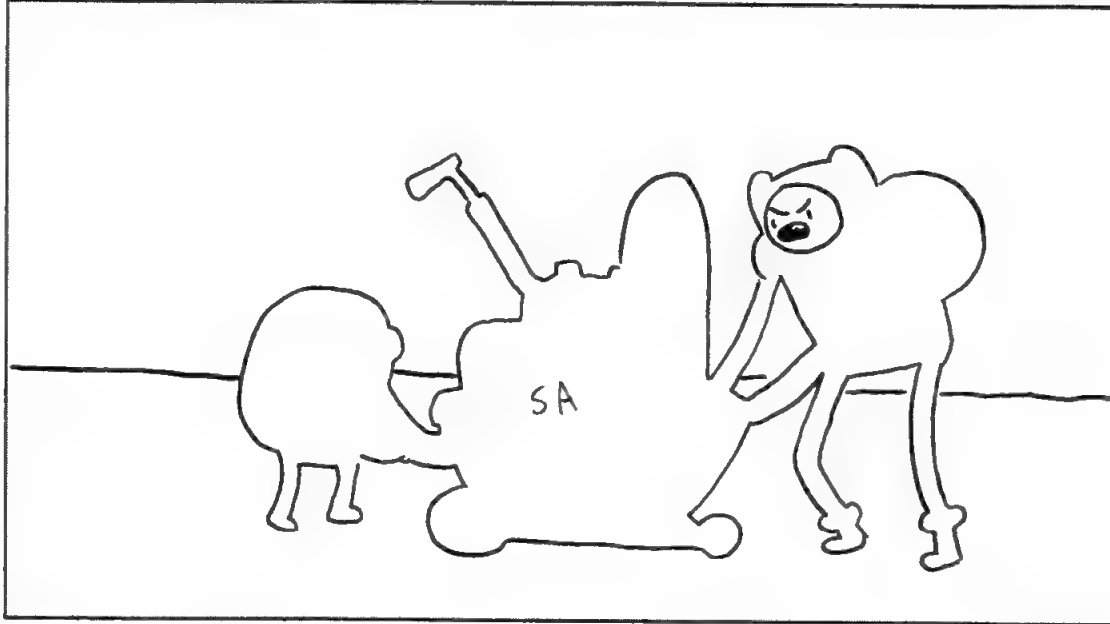
Page 146

Sc. 125 CONT

Pnl. D

Bg.

day night

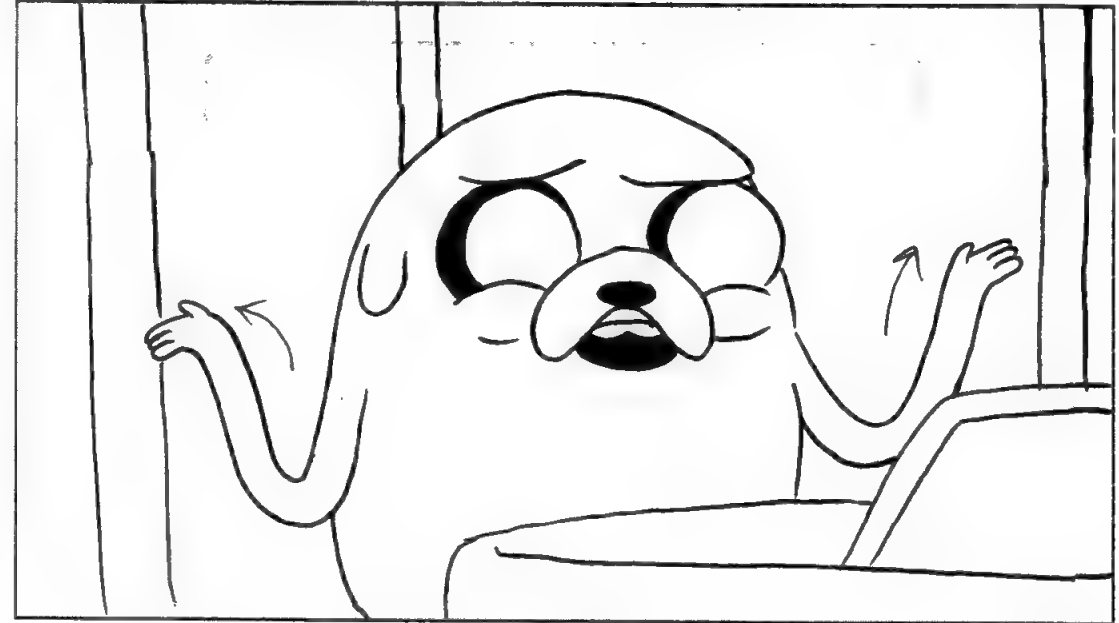


Sc. 126

Pnl. A

Bg.

day night



Dialog:

F: IT'S GOING TOO FAR.

Action:

Timing:



J: DUDE, THEY'RE NOT DOING ANYTHING THEY DON'T WANT TO.

-J. SHRUGS.

JAN 14 2014

Production :

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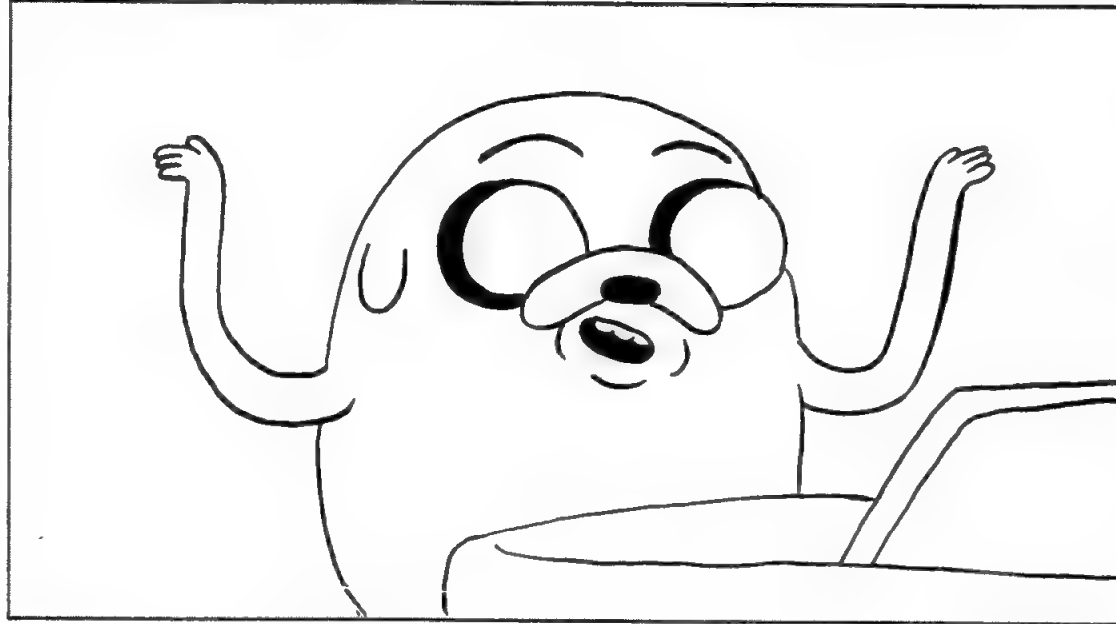
1025/171

ADVENTURE TIME

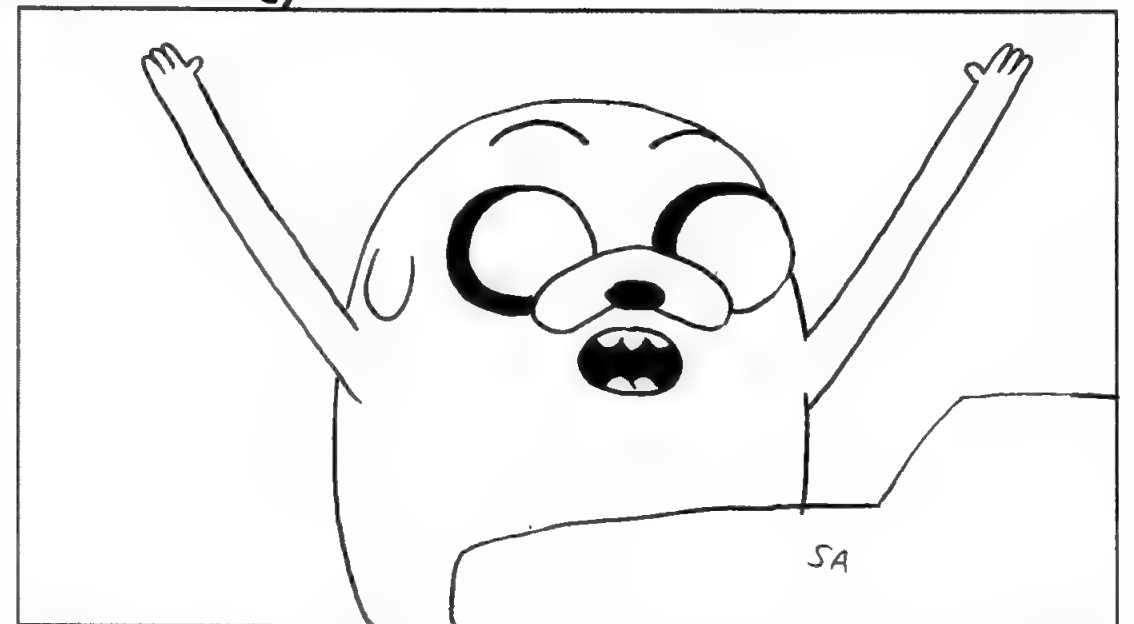


Page 147

Sc. 126 *cont* Pnl. B Bg. day night

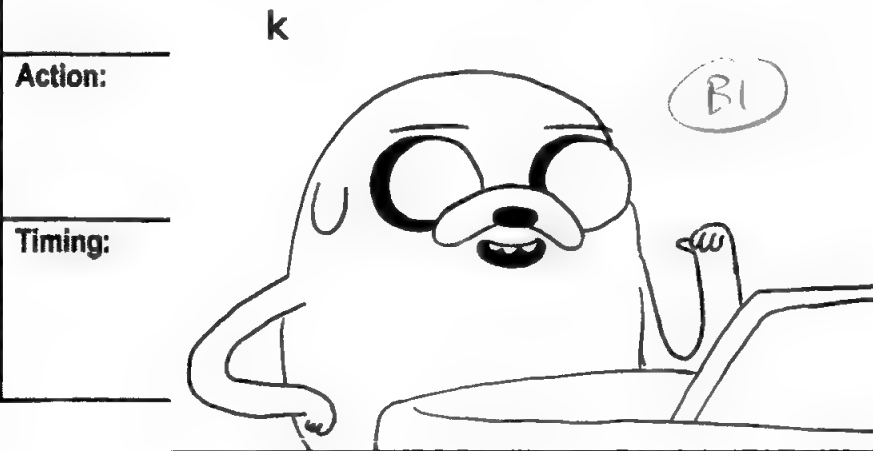


Sc. 126 *cont* Pnl. C Bg. day night



Dialog: J: THEY WANT MY SWEET CHEDDAR,
AND I WANT TO SEE SOME STUFF IN EXCHANGE.

J: IT'S MUTUAL. FREE MARKET!



1025-171

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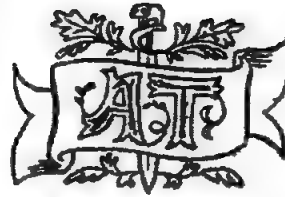
1025/171

Production :

1025/171

Cut

ADVENTURE TIME

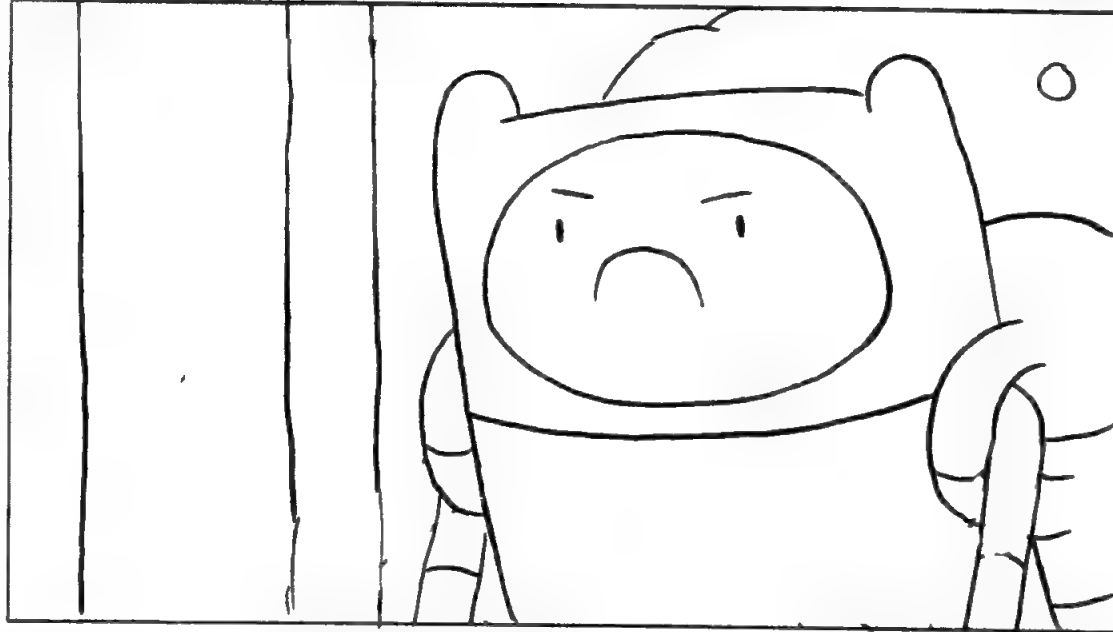


Sc. 127

Pnl. A

Bg.

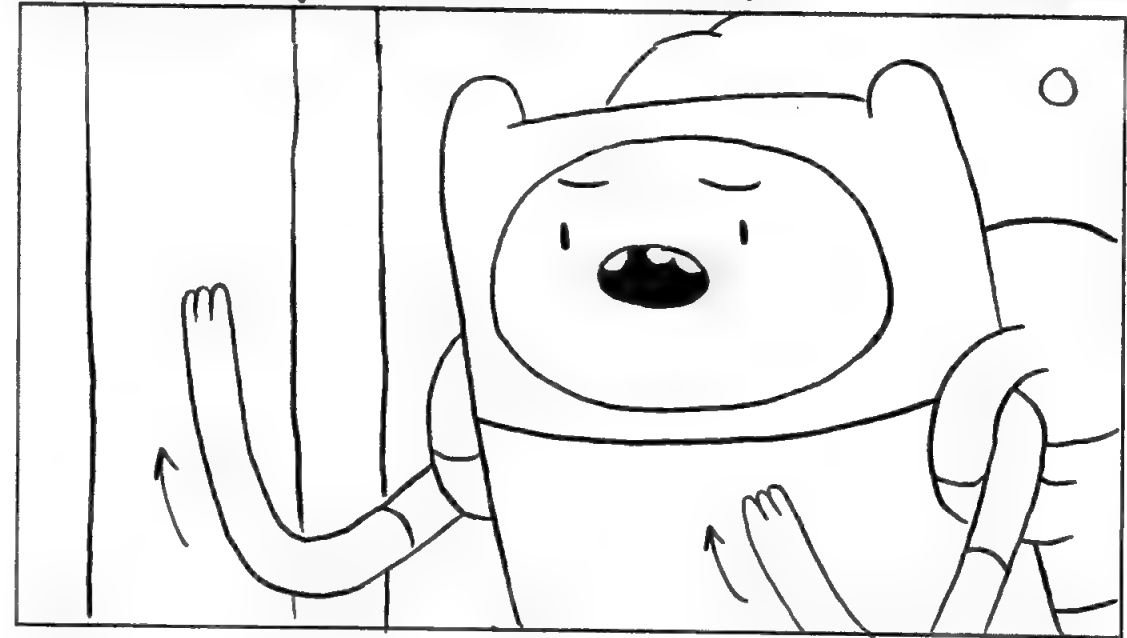
day night



Sc. 127 CONT

Pnl. B

Bg.



Page 148

148A NEXT

Cut

Dialog:

F: WHAT?

Action:

Timing:

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Production :

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1025/171

Ho
Cut

ADVENTURE TIME

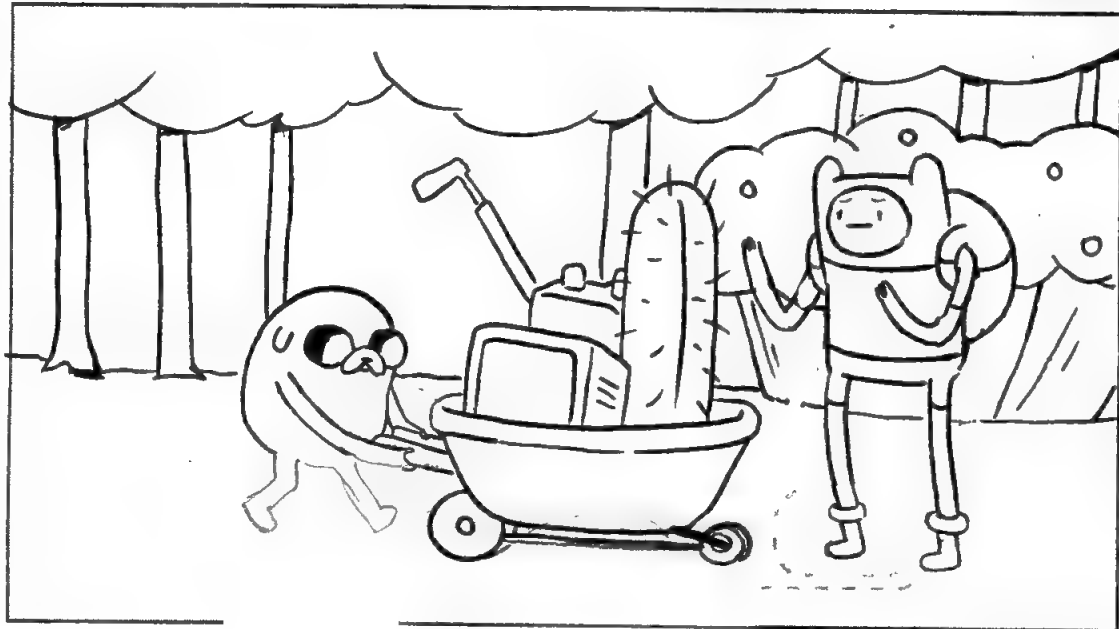


Sc. 128

Pnl. A

Bg.

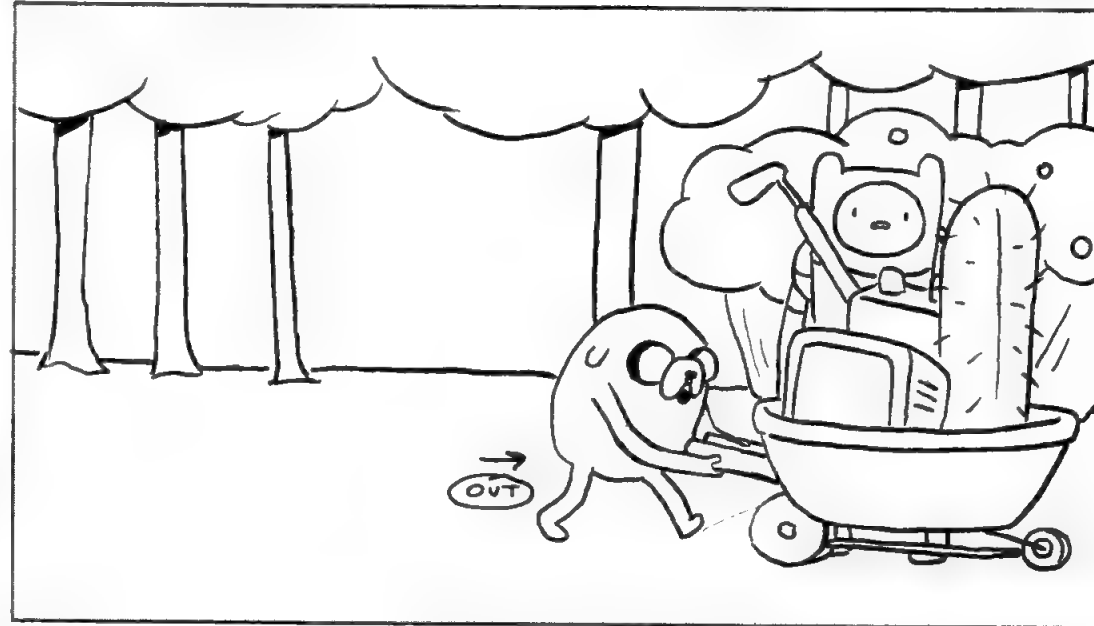
day night



Sc. 128 *cont*

Pnl. B

Bg.



Page 148A
149 NEXT
day night

Dialog:

J: FREE MARKET.

Action:

- J. PUSHES WAGON OFF/S

JAN 14 2014

Timing:

Production :

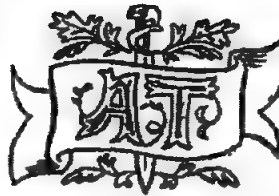
EPISODE #

1025-171

1025/171

1025/171

ADVENTURE TIME



He cut

Page 149

Sc. 128 *CONT*

Pnl.

C

Bg.

day night

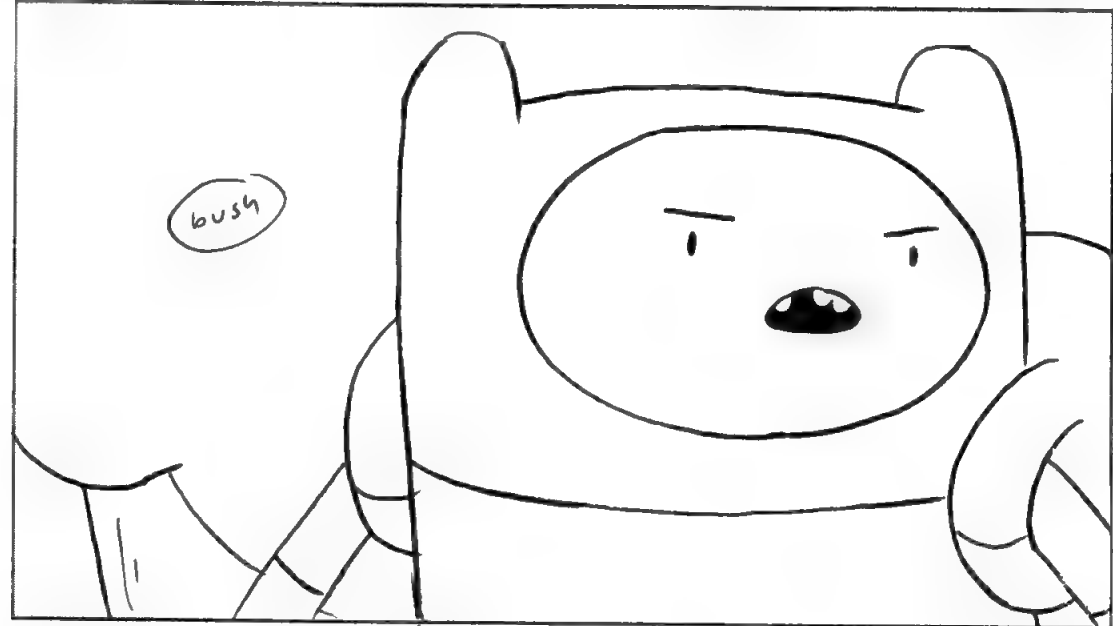
Sc. 129

Pnl.

A

Bg.

day night



Dialog:

F: DON'T WORRY BROTHER. I'LL HELP YOU
SEE THE ERROR OF YOUR WAYS.

Action:

Timing:

JAN 14 2014

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Production :

1025/171

cut w/ wipe @ post

ADVENTURE TIME



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150A NEXT

Sc. 130

Pnl. A

Bg.

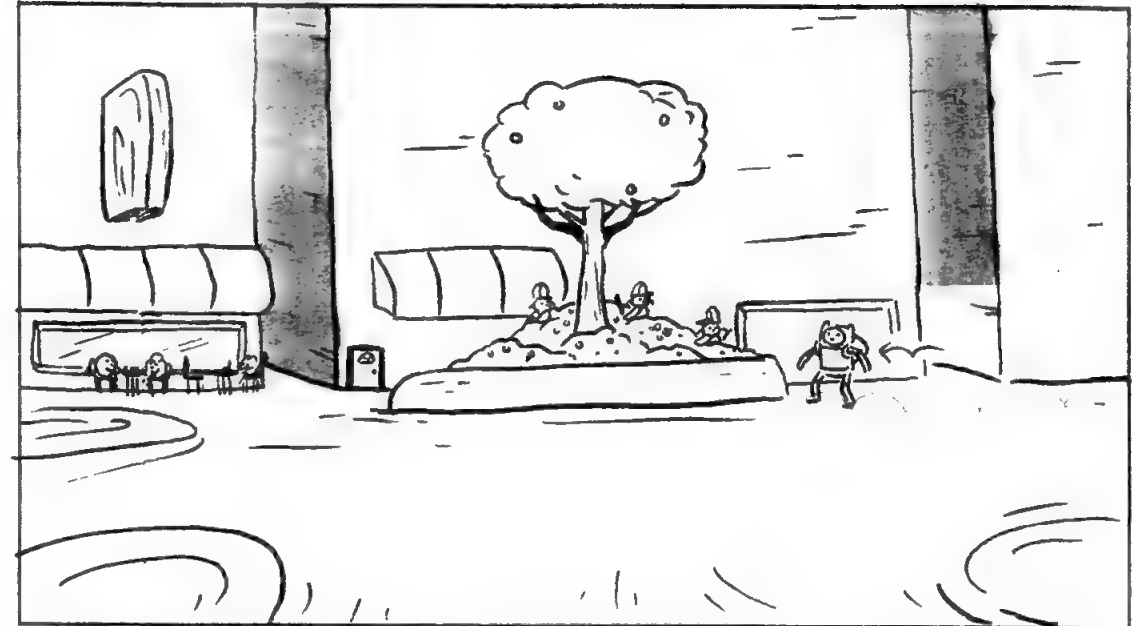
day night



Sc. 130 CONT

Pnl. B

Bg.



Dialog: F: BERRY LADS!

F: BERRY LADS!

Action: -FINN RUNS ON/S.

-FINN STOPS IN FRONT OF FOUNTAIN.

Timing:

JAN 14 2014

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1025/171

Production :

1025/171

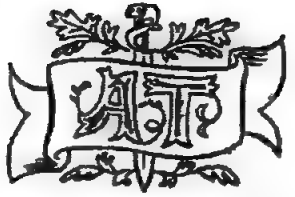
1025/171

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1025/171

HW
Cut

ADVENTURE TIME



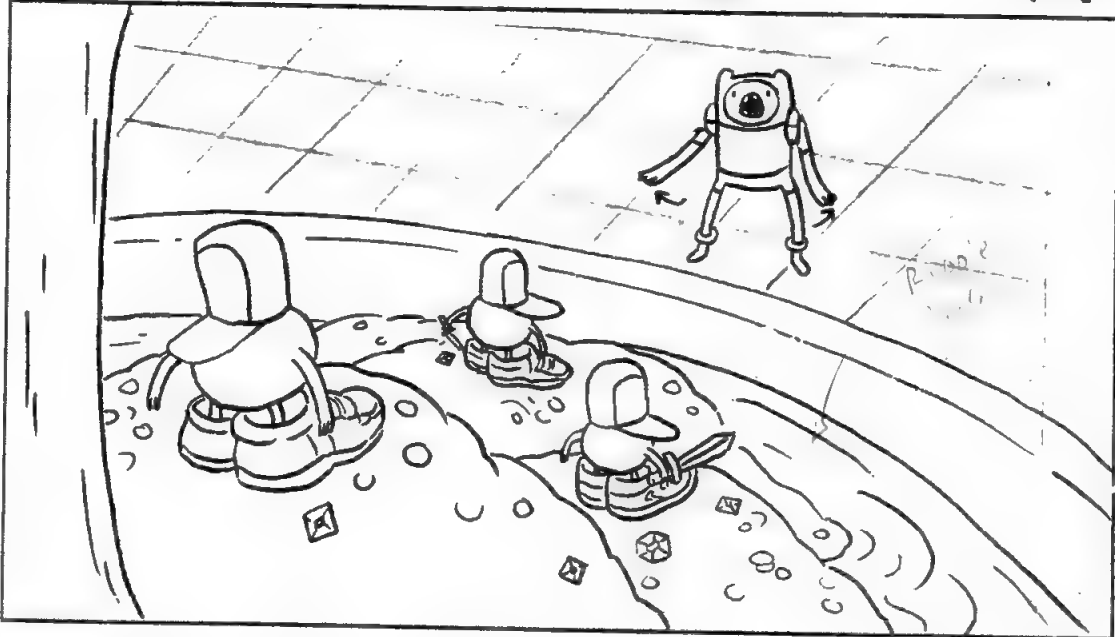
Page 150 A
151 NEXT
day night

Sc. 131

Pnl. A

Bg.

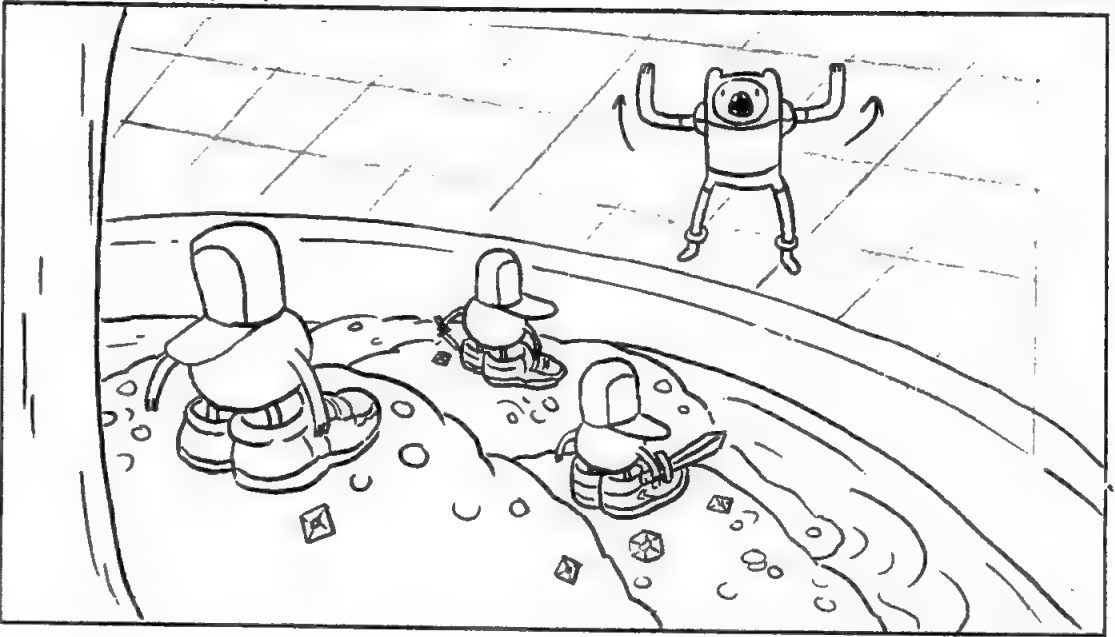
day night



Sc. 131 *CONT*

Pnl. B

Bg.



Dialog:	<u>F</u> : I NEED TO SPEND ALL THIS BLINGO —	<u>F</u> : <u>FAST!</u>
Action:		
Timing:	JAN 14 2014	

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Production :

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ADVENTURE TIME

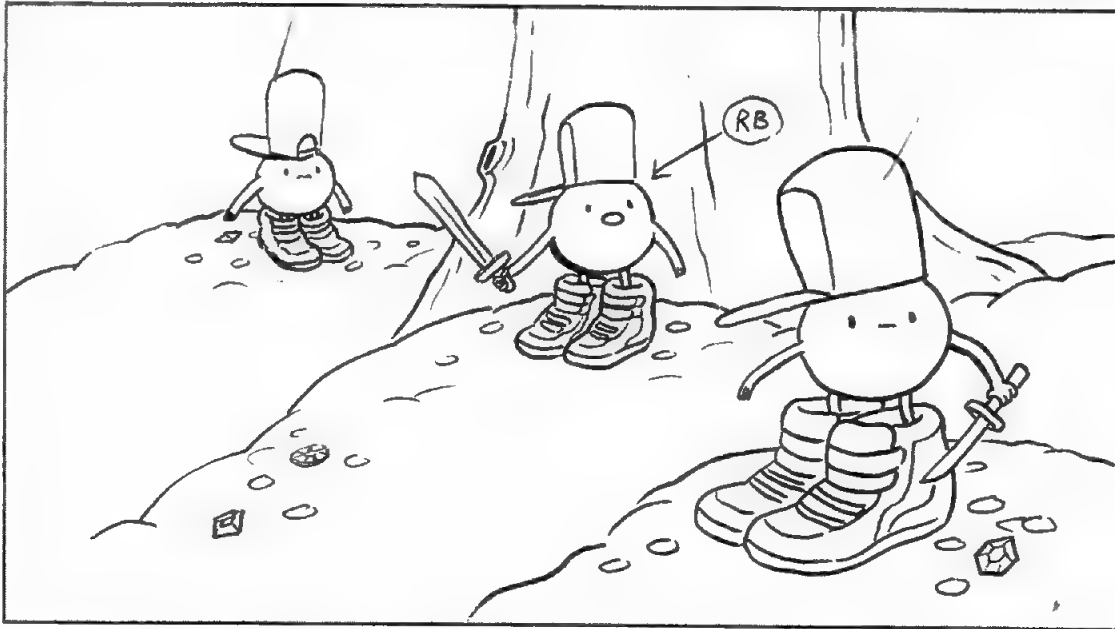


Sc. 132

Pnl. A

Bg.

day night

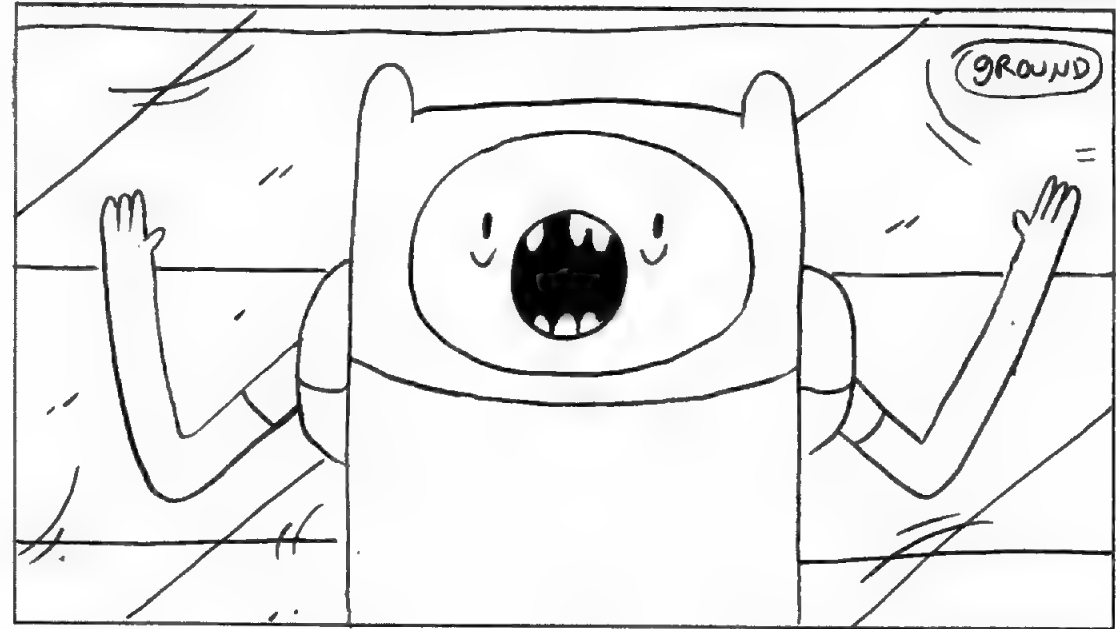


Sc. 133

Pnl. A

Bg.

Page 151
151A New

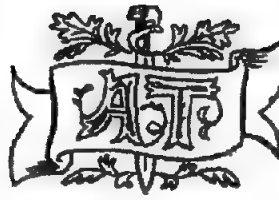


Dialog:	REGGIE BERRY: OK	F: TAKE ME TO THE SEEDIEST ALLEY IN THE KINGDOM!
Action:		
Timing:		

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1025/171
Production :

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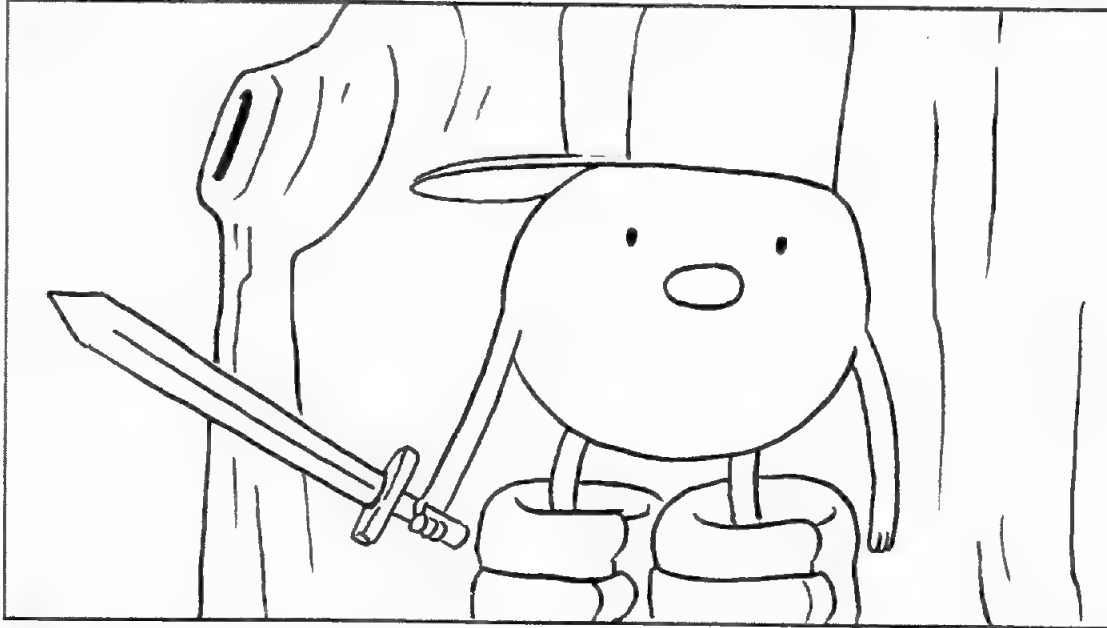
ADVENTURE TIME

Sc. 134

Pnl. A

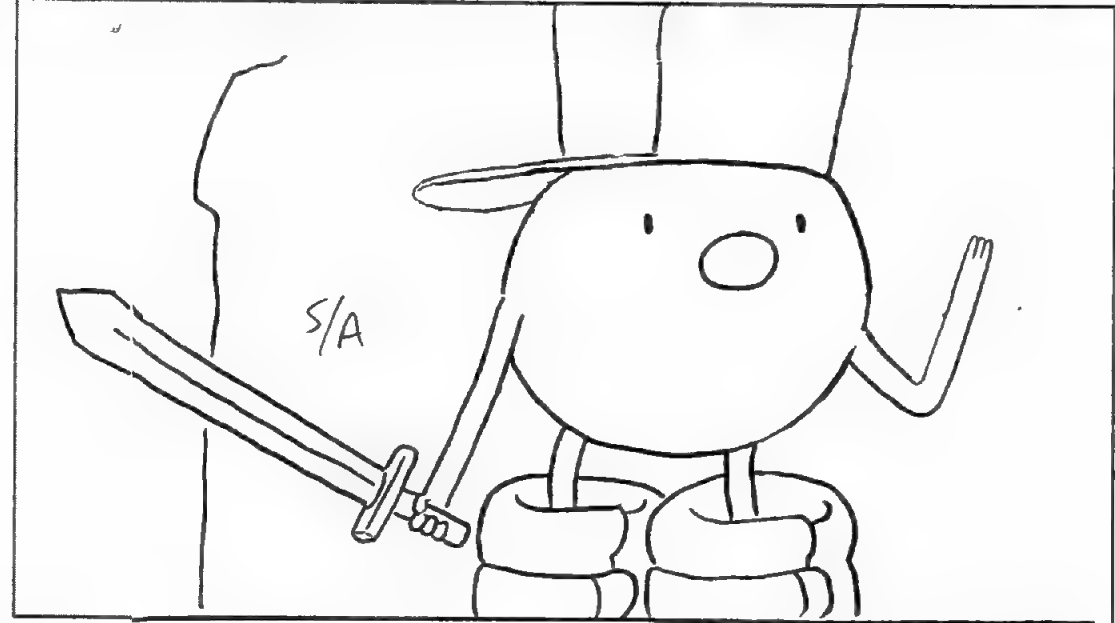
Bg.

day night



Sc. 134 CONT Pnl. B

Bg.



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152 NEXT

Dialog:

REGGIE BERRY: THAT'S... CRUDBERRY BACK ALLEY

REGGIE BERRY: IN CRUD TOWN.

Action:

Timing:

JAN 4 2014

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

OUT

Cut

Sc.	Pnl.	Bg.	day	night
135	A			

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162A NEXT

Dialog:
SFX: *WAGON ROLLING *
Action:
JAN 14 2014
Timing:

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Production :

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ADVENTURE TIME

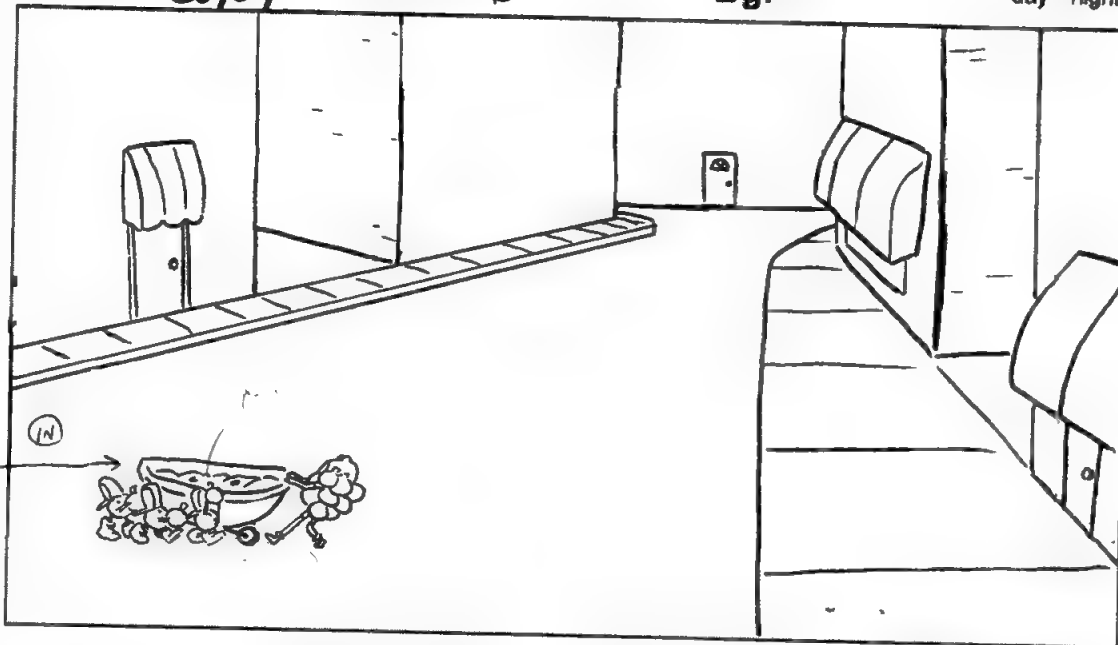


Sc. 135 *CONT*

Pnl. β

Bg.

day night



Sc. 136

Pnl. A

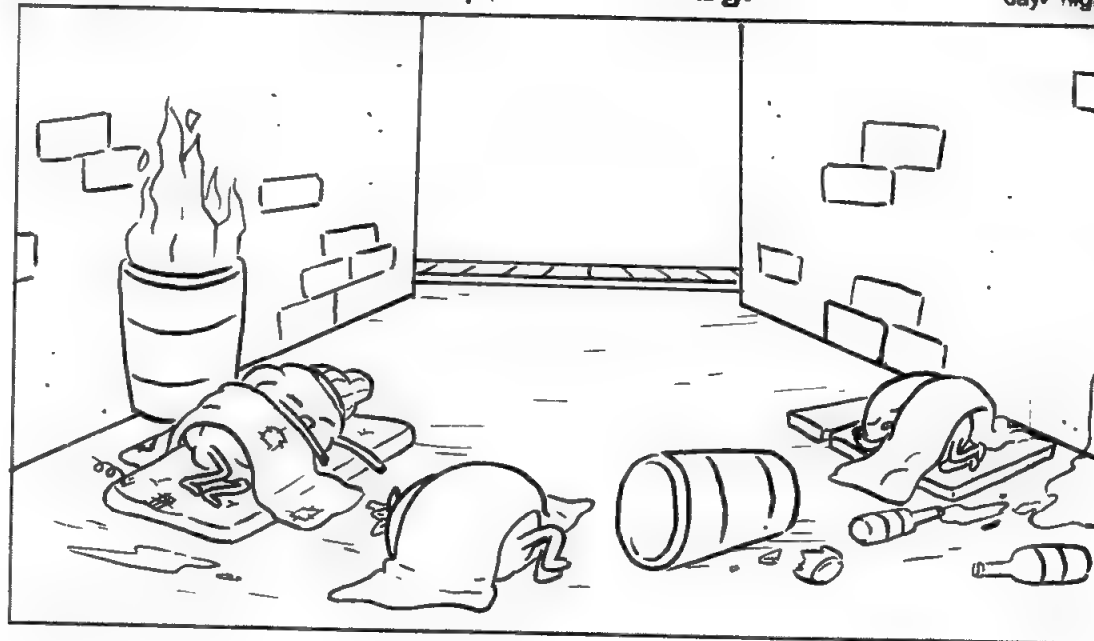
Bg.

Page

152A

day night

153 NEXT



Dialog:

Action:

-FINN + BERRY KIDS WHEEL WAGON ON/S.

Timing:

JAN 14 2014

Production :

EPISODE #

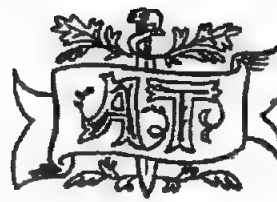
1025-171

1025/171

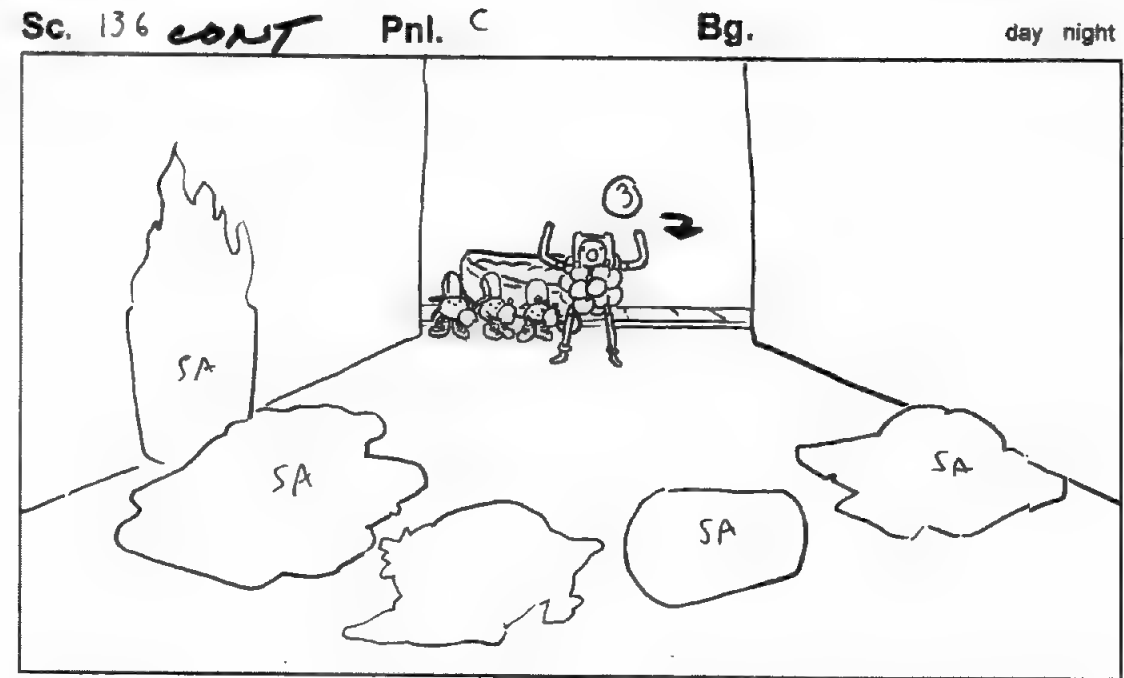
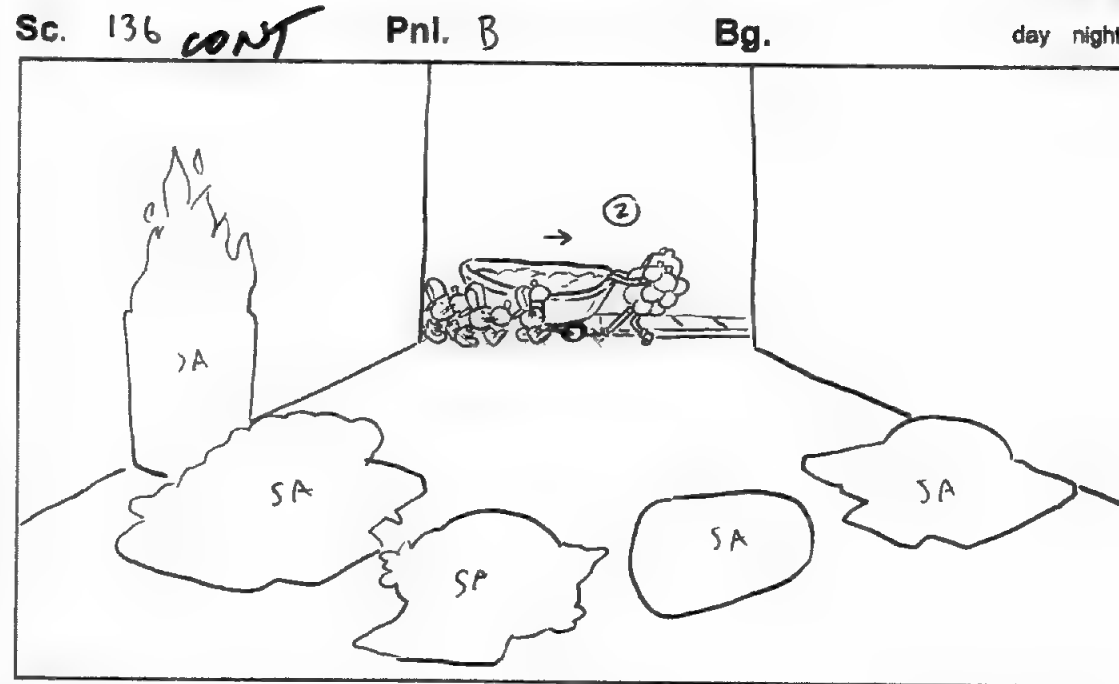
1025/171

1025/171

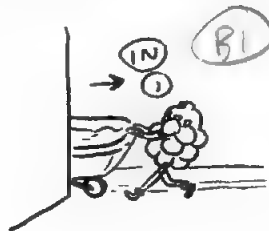
ADVENTURE TIME



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Dialog:	<p><u>F</u>: FRIENDLY CRUDBERRIES!</p>
Action:	
Timing:	



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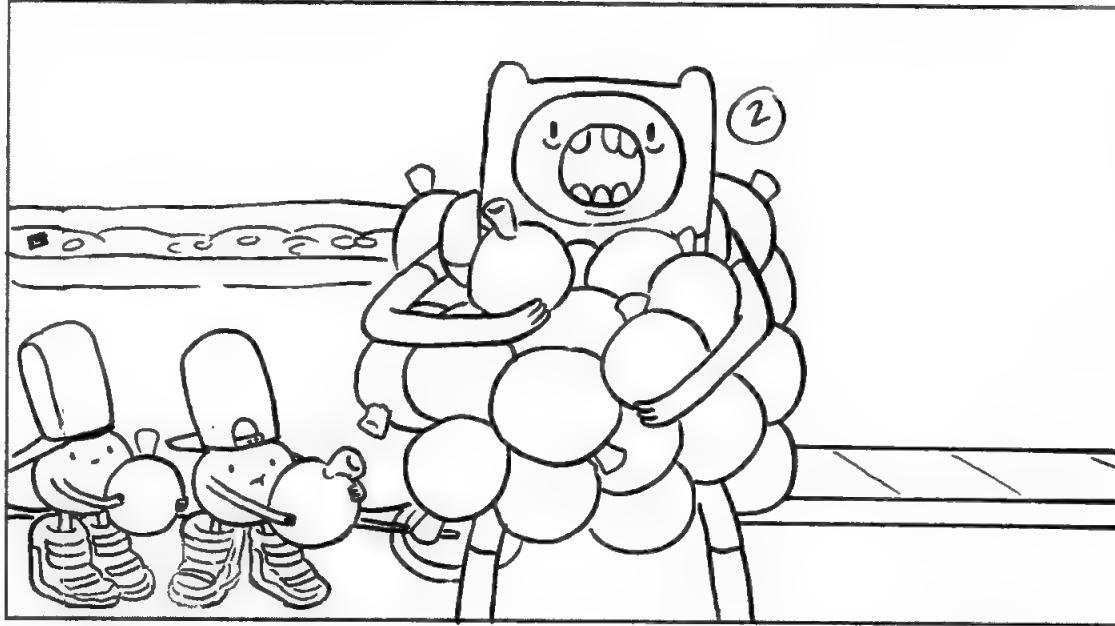
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Sc. 137

Pnl. A

Bg.

day night

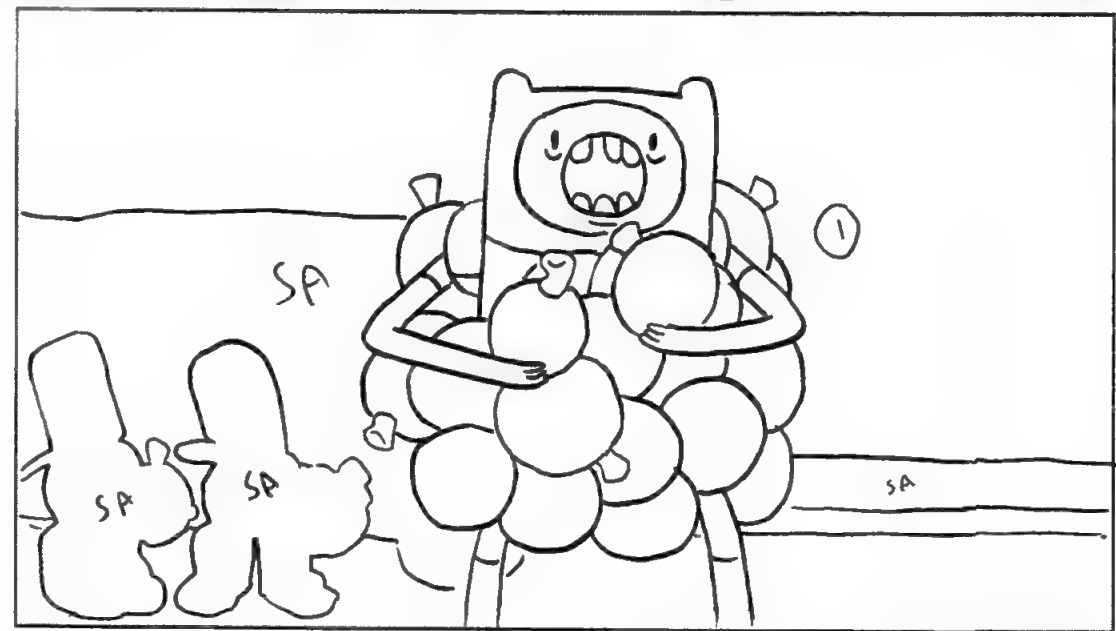


Sc. 137 *cont*

Pnl. B

Bg.

day night

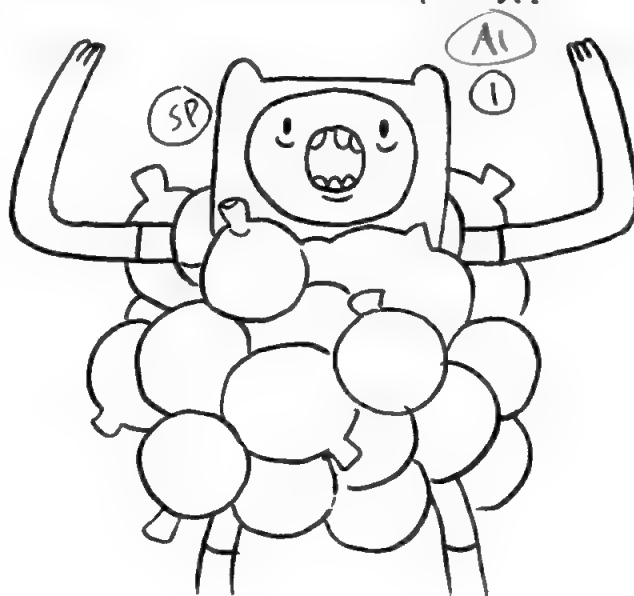


Dialog: F: I HAVE MONEY FOR YOU!!!

F: COME GET IT!

Action

Timin

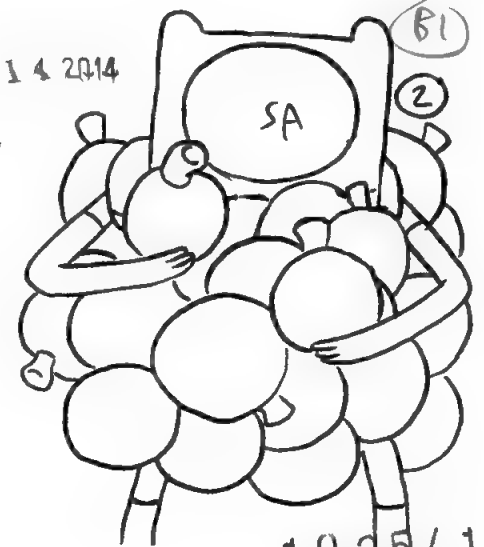


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- SFX - MONEY

- CYCLE ①, ②, ①, ② etc.

(B) (B1) (B) (B1)



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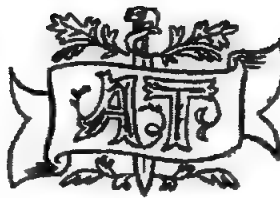
1025-171

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ADVENTURE TIME



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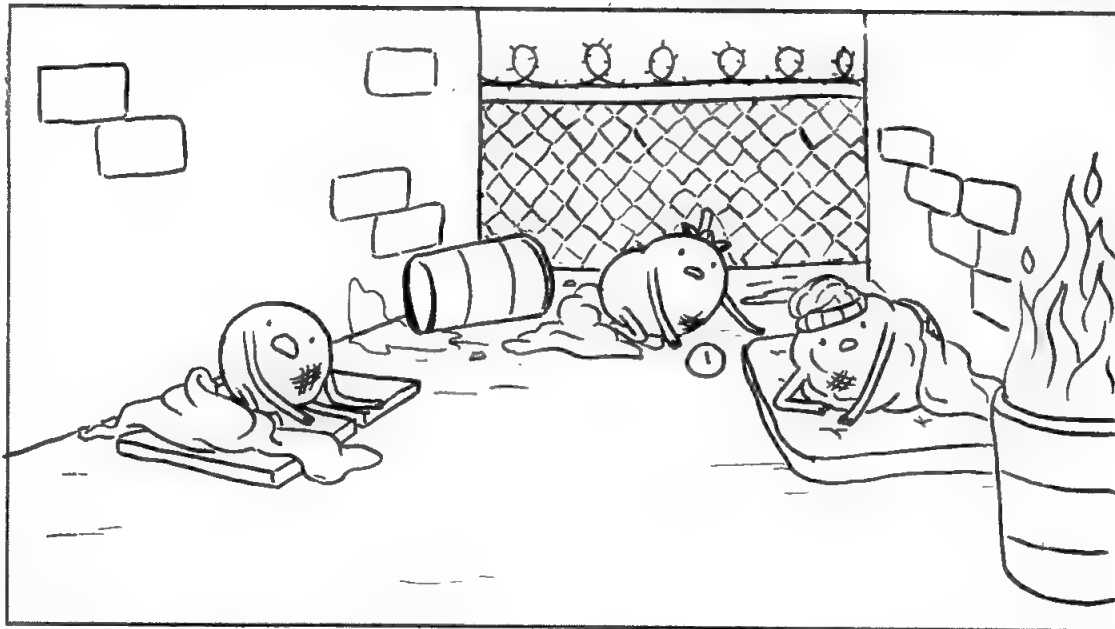
155A NEXT
day night

Sc. 138

Pnl. A

Bg.

day night

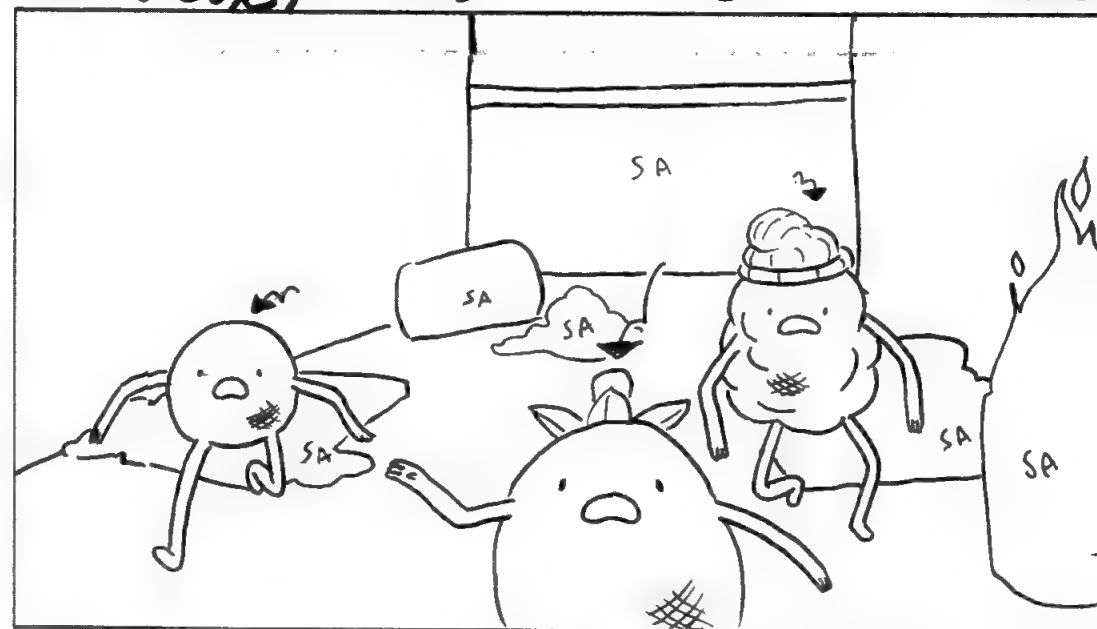


Sc. 138

CONT

Pnl. B

Bg.

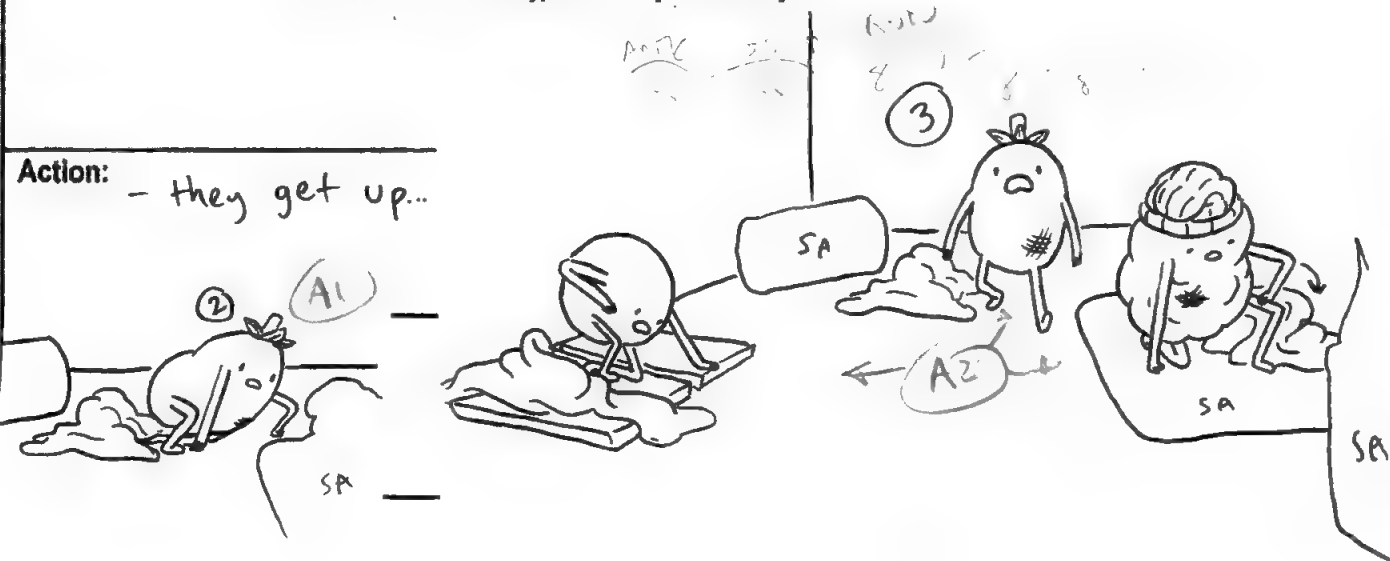


Dialog:

Burns: Money, money money

Action:

- they get up...



- THEY MARCH OVER...

- ONE TRIES TO REACH...

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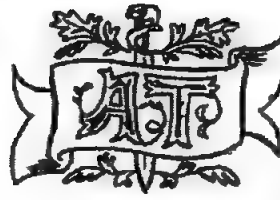
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1025/171

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Cut
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ADVENTURE TIME



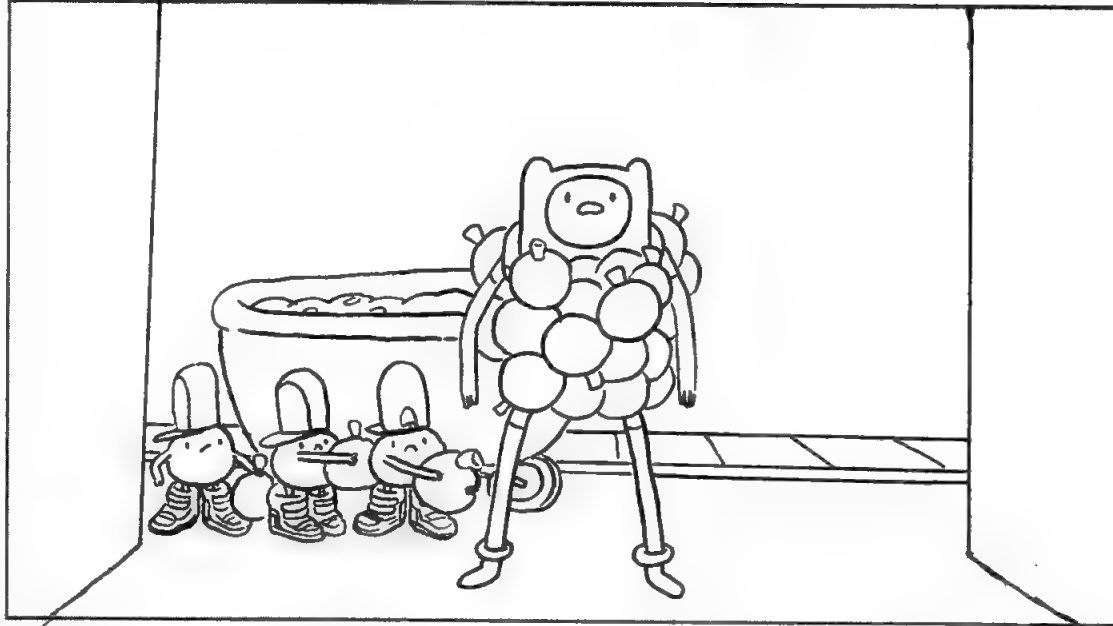
Page 155A
156 NEXT
day night

Sc. 138A

Pnl. A

Bg.

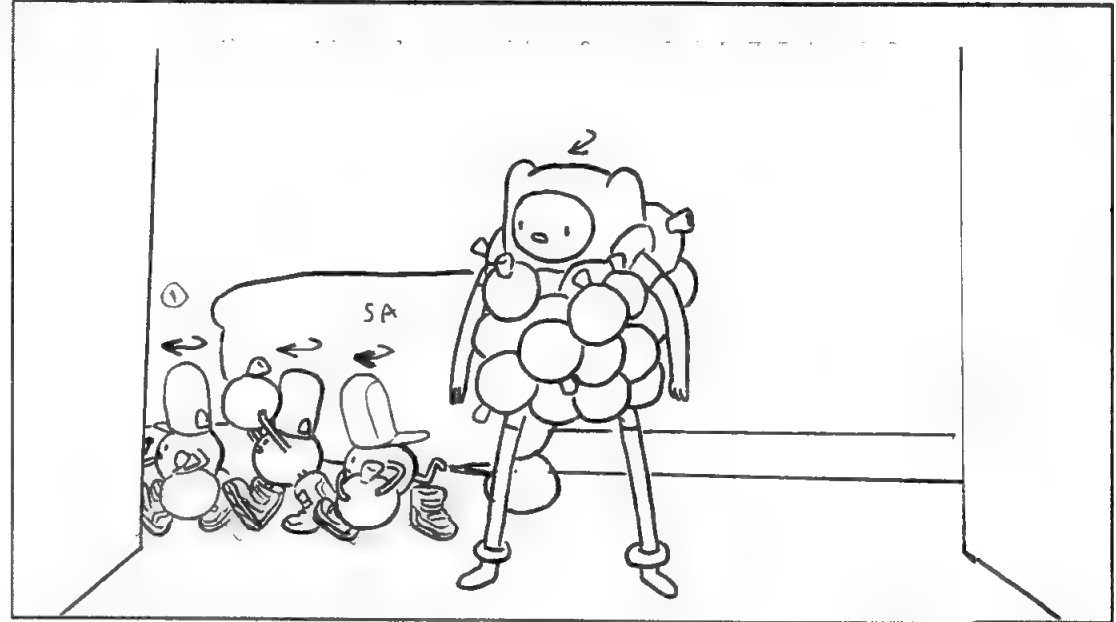
day night



Sc. 138A *CONT*

Pnl. B

Bg.



Dialog:

Burns: (os) Money walla cont.

Action:

- KIDS RUN AWAY

Timing:



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Ho Cut

ADVENTURE TIME



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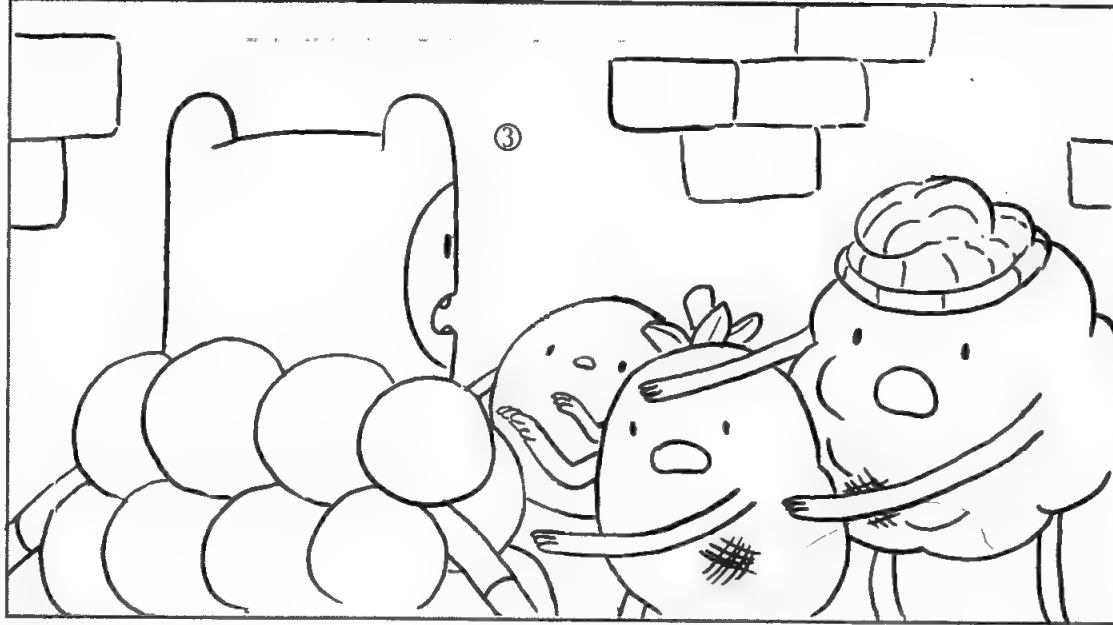
Ho Cut

Sc. 139

Pnl. A

Bg.

day night

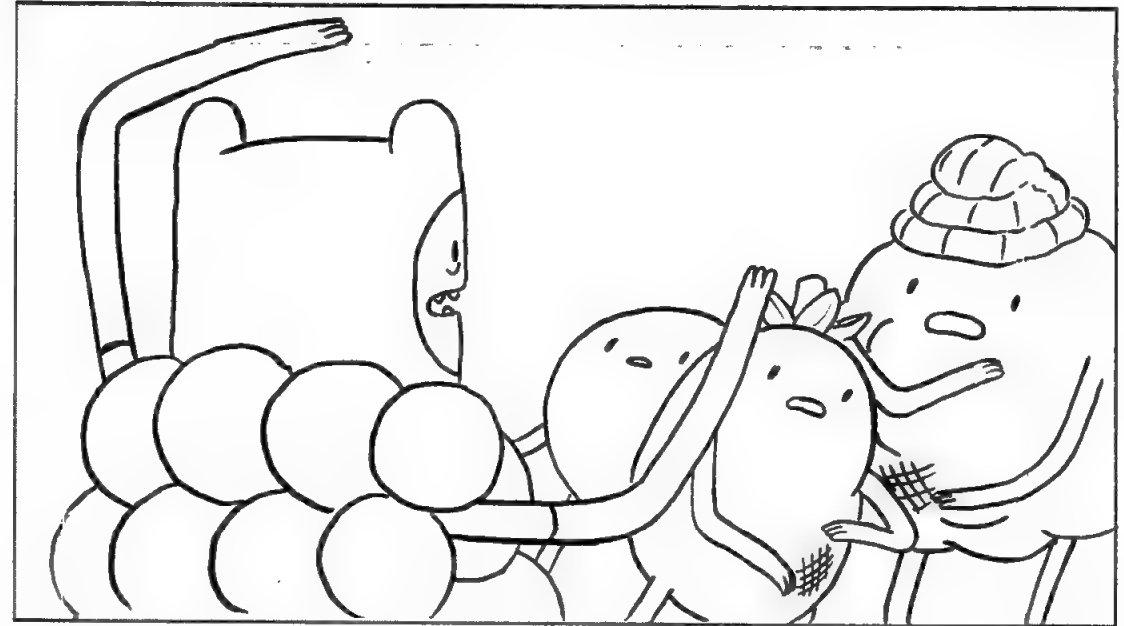


Sc. 139 *ONT*

Pnl. B

Bg.

day night



Dialog:

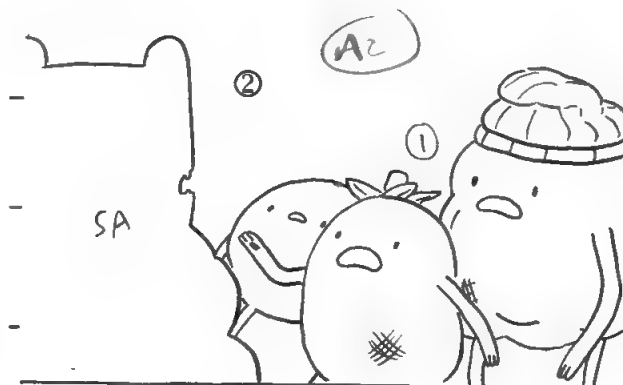
BUMS: MONEY...

F: EASY FELLAS, LET'S PASS THESE OUT
ONE AT A TIME

Action:

- THEY REACH

Timing:



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Production :

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Ho
Cut

ADVENTURE TIME



Ho
Cut

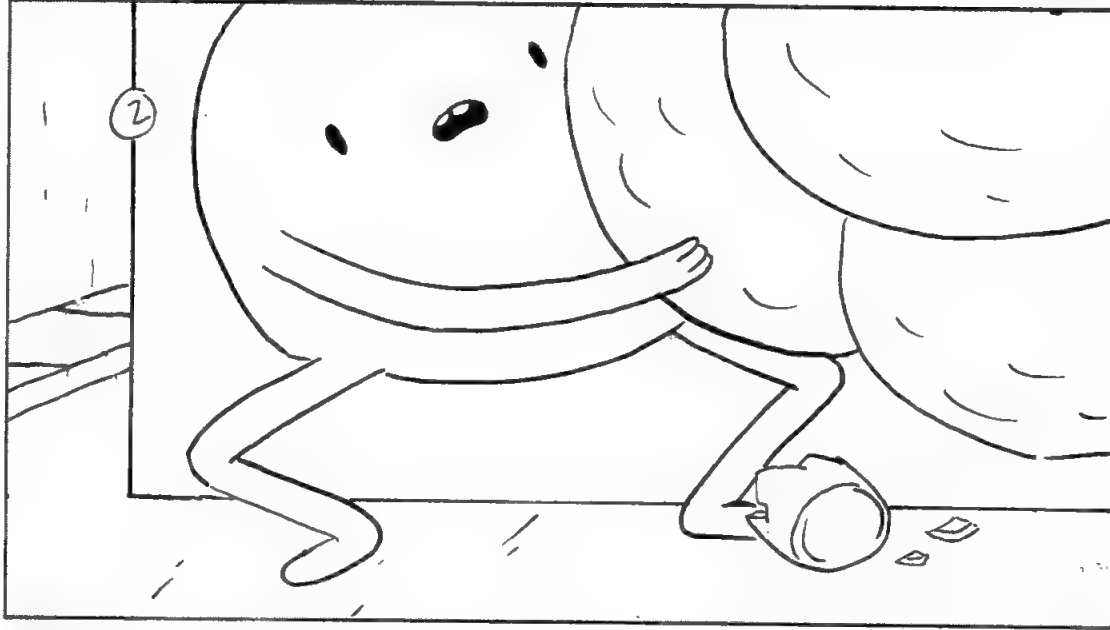
Page 157

Sc. 140

Pnl. A

Bg.

day night

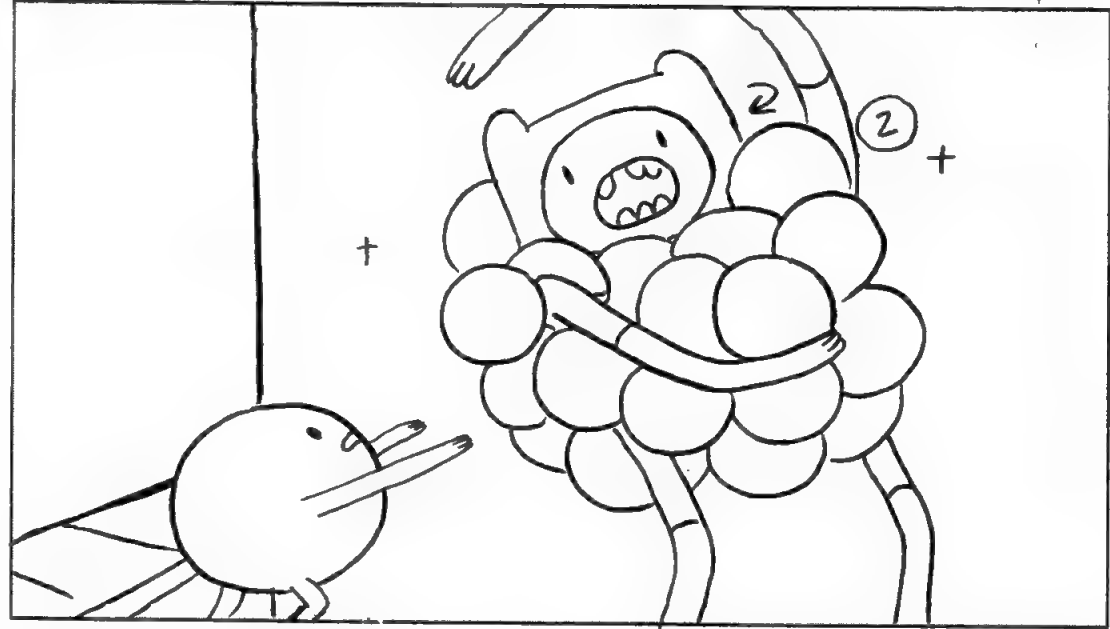


Sc. 141

Pnl. A

Bg.

day night



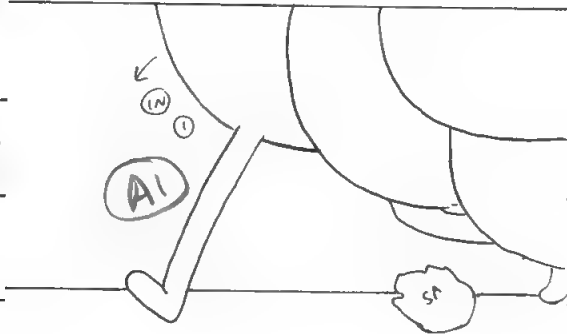
Dialog:

Ice (A) (A)
Shree Ray

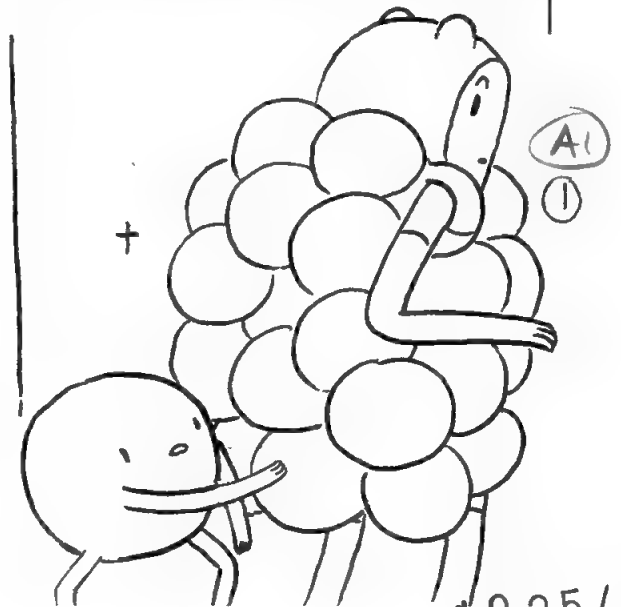
F: TAKE IT
EASY BREH!

Action:

Timing:



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Ho
Cut

ADVENTURE TIME



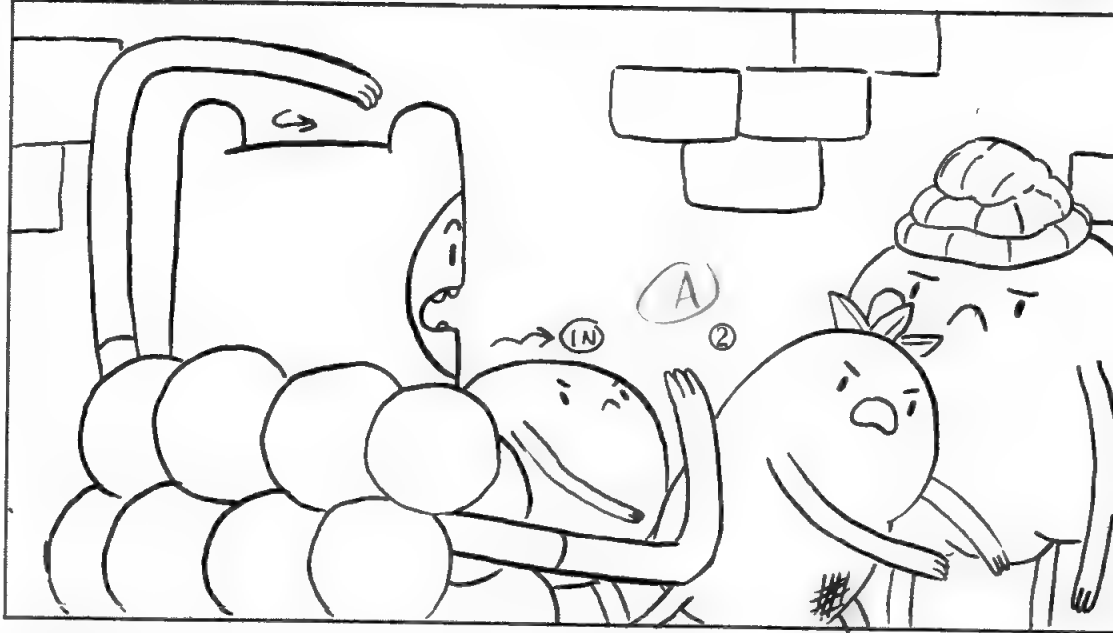
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Sc. 142

Pnl. A

Bg.

day night

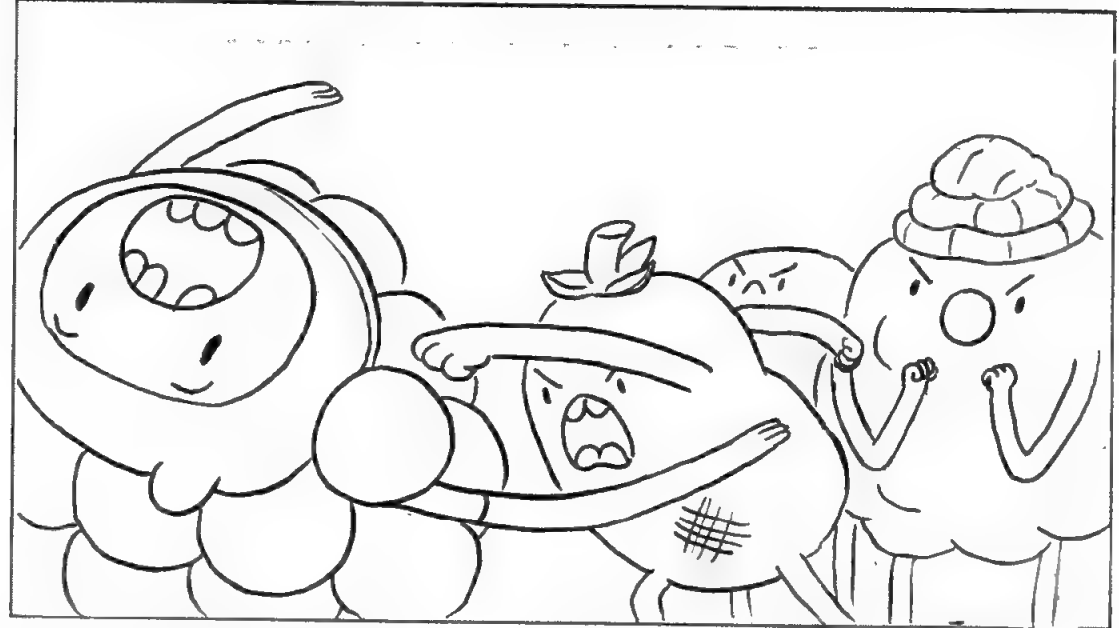


Sc. 142 *cont*

Pnl. B

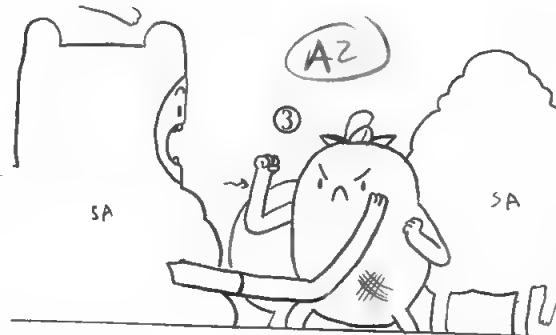
Bg.

day night



Dialog: BUM BERRY: GIVE US THAT

BB: MONEY!



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- ANIMATE THROUGH
POSE 3

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Handwritten: Ho Cut

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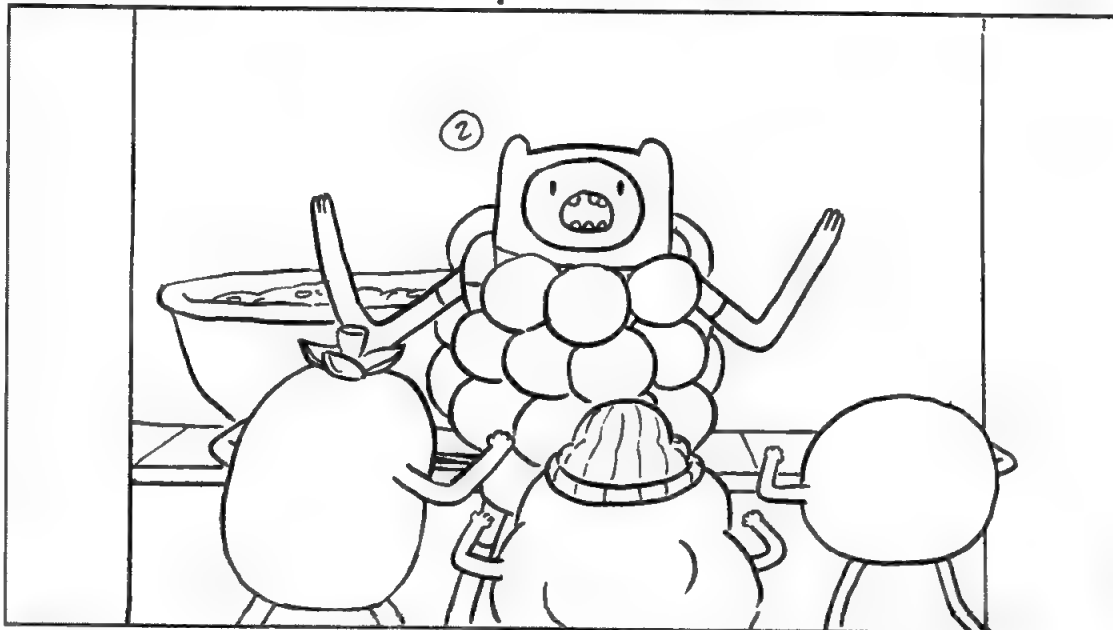
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Sc. 143

Pnl. A

Bg.

day night

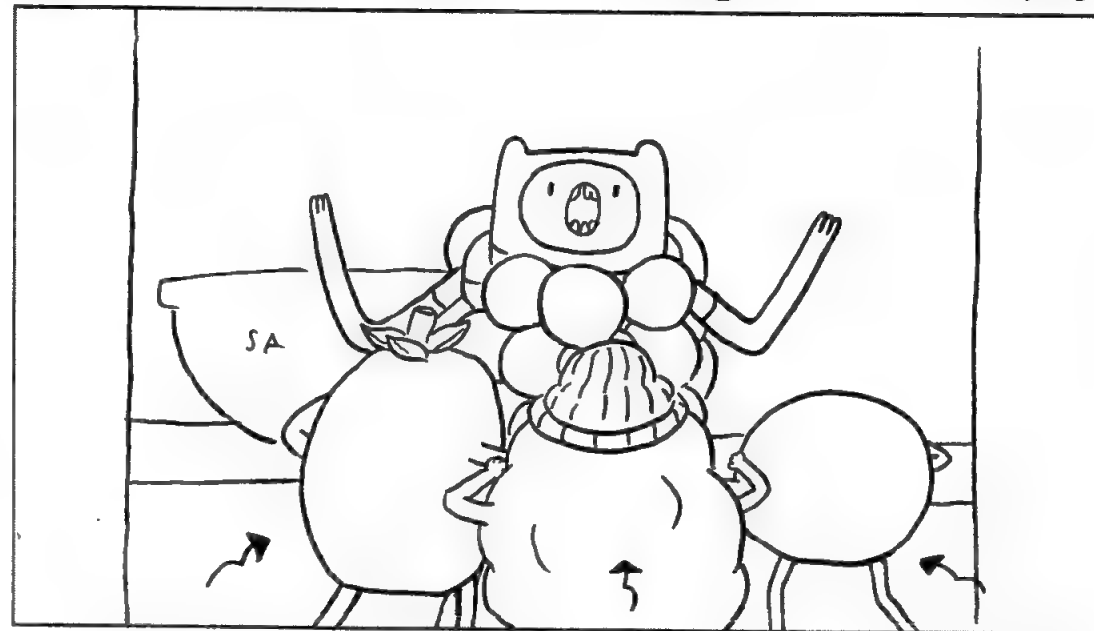


Sc. 143 *cont*

Pnl. B

Bg.

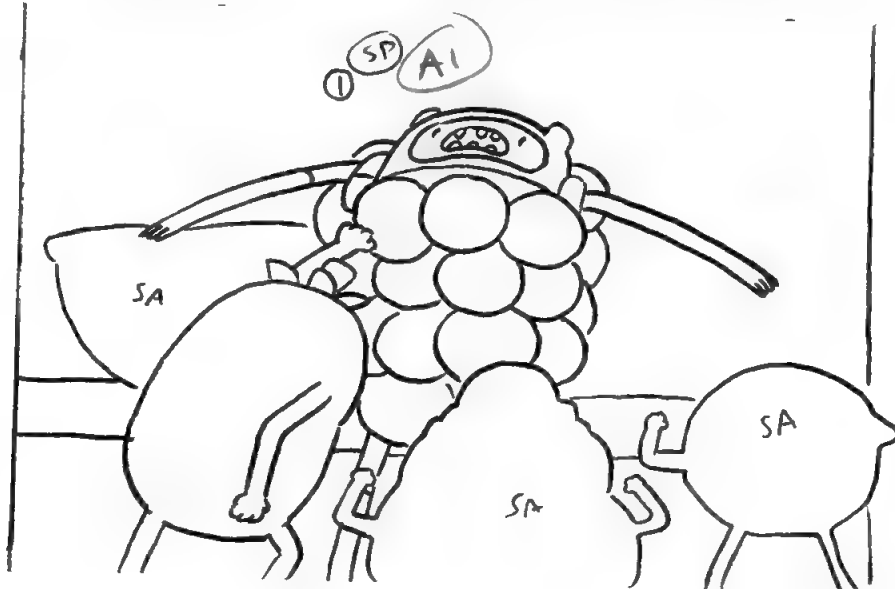
day night



Dialog:

Action:

Timing:



F: I DON'T WANT ANY --

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ADVENTURE TIME

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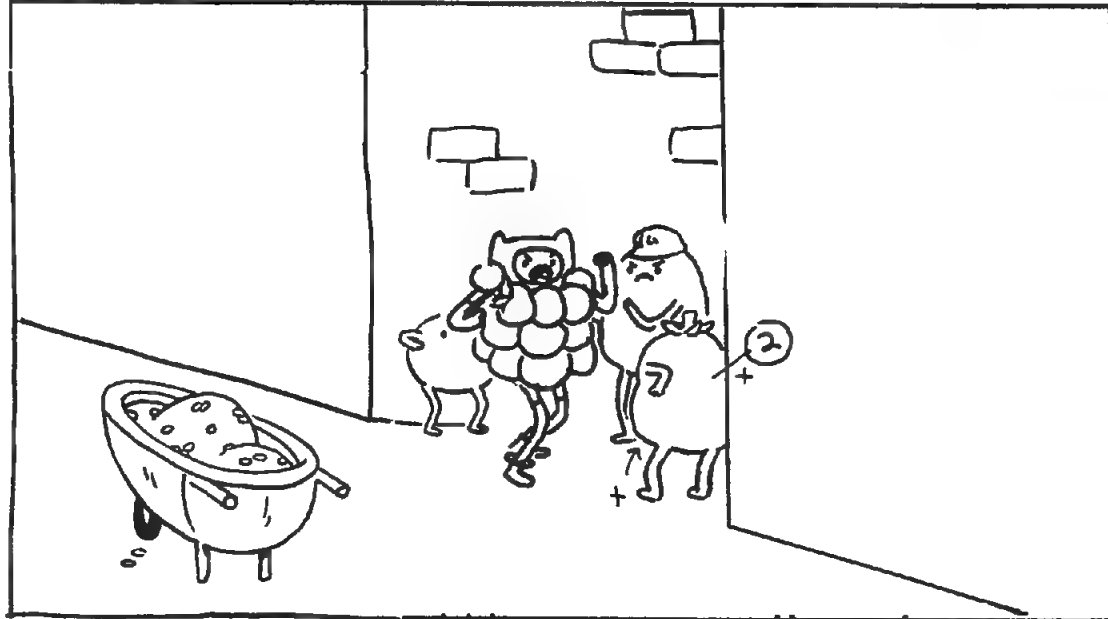
16/NEXT

Sc. 145

Pnl. A

Bg.

day night



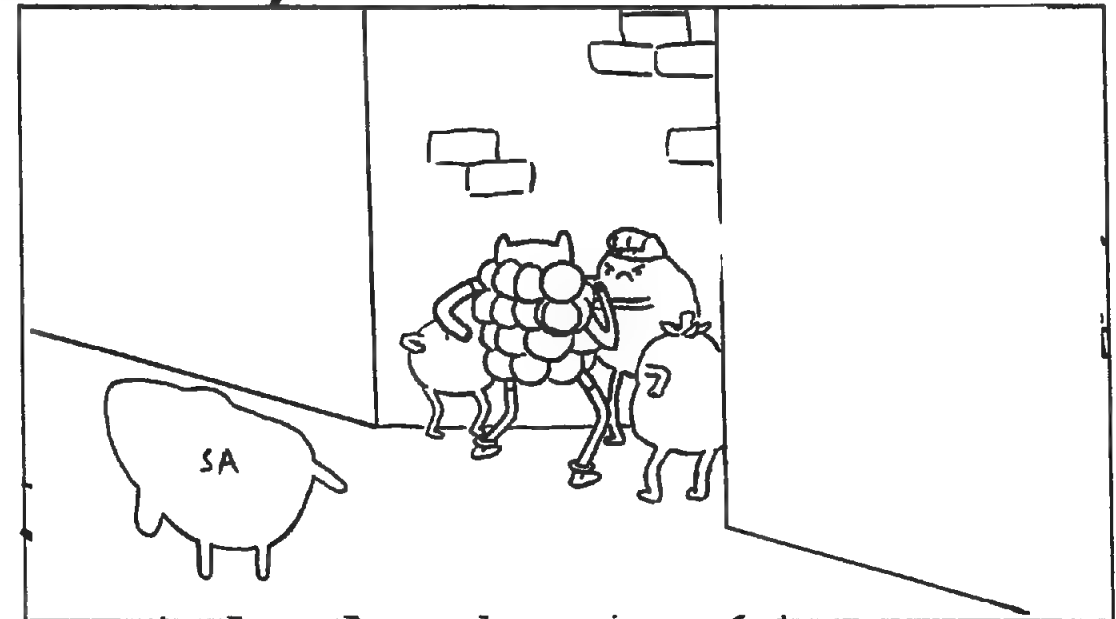
Sc. 145

CONT

Pnl. B

Bg.

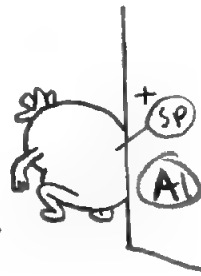
day night



Dialog:

Action:

Timing:



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Production :

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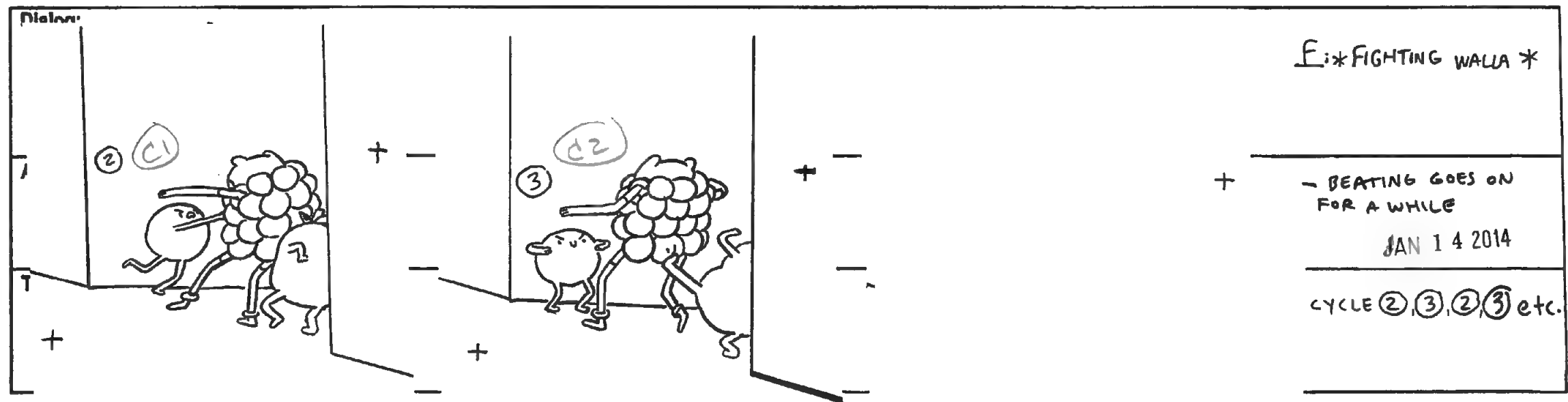
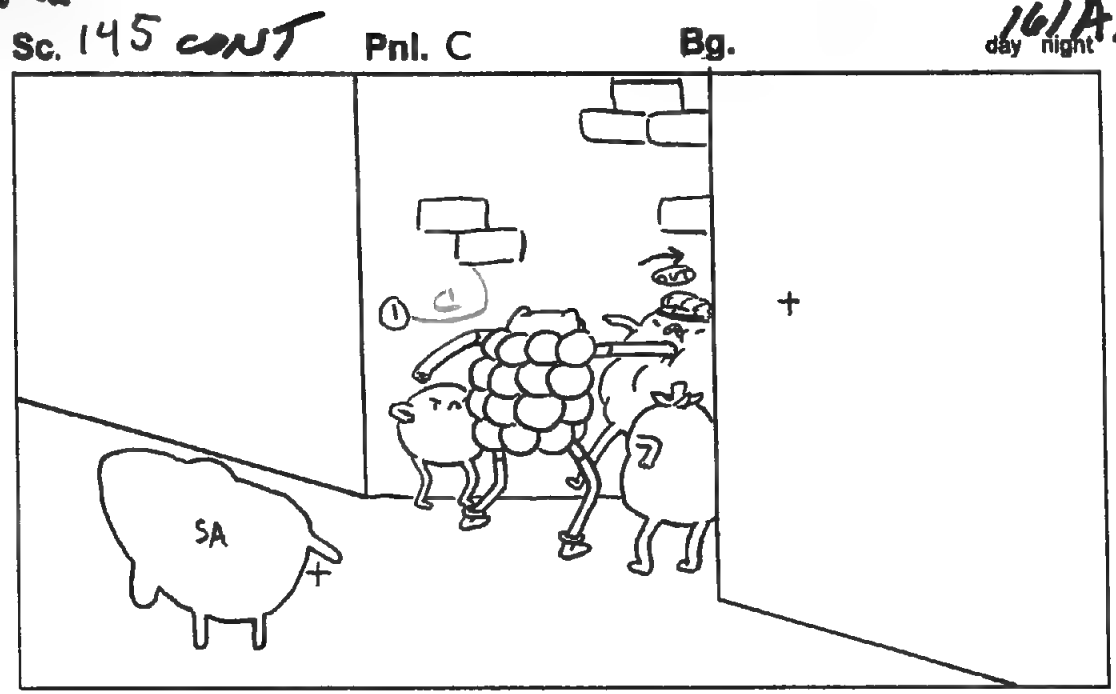
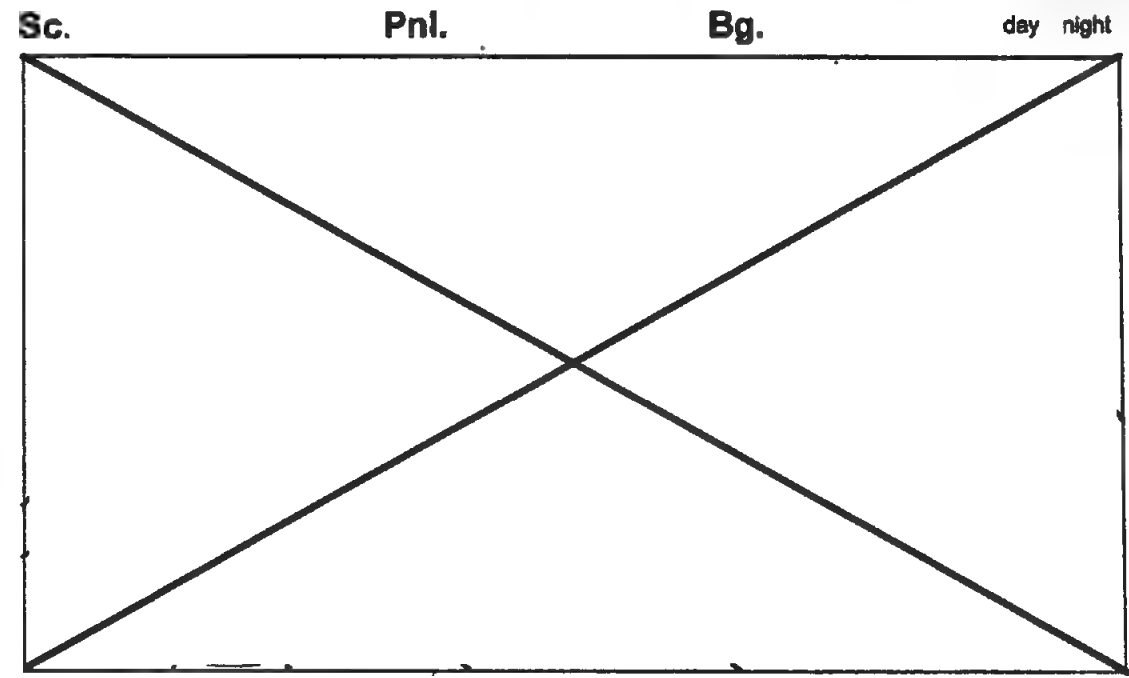
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day night



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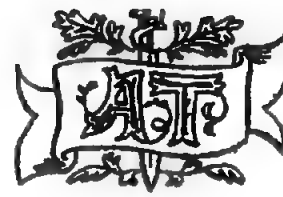
Production :

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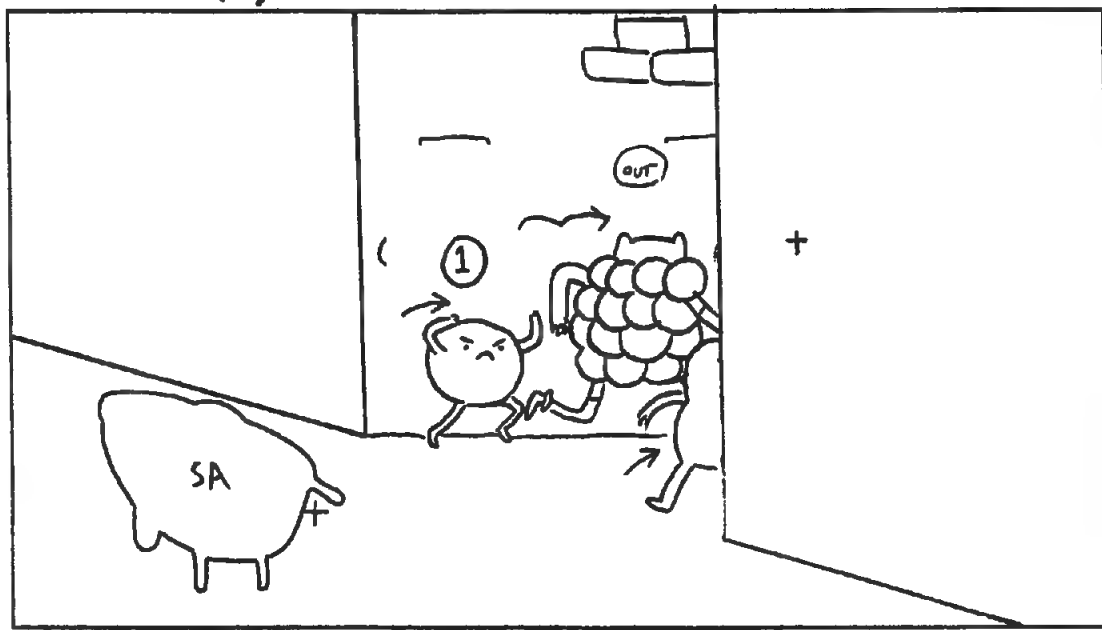
Page 161A
16/16 NEXT
day night

Sc. 145 *cont*

Pnl. D

Bg.

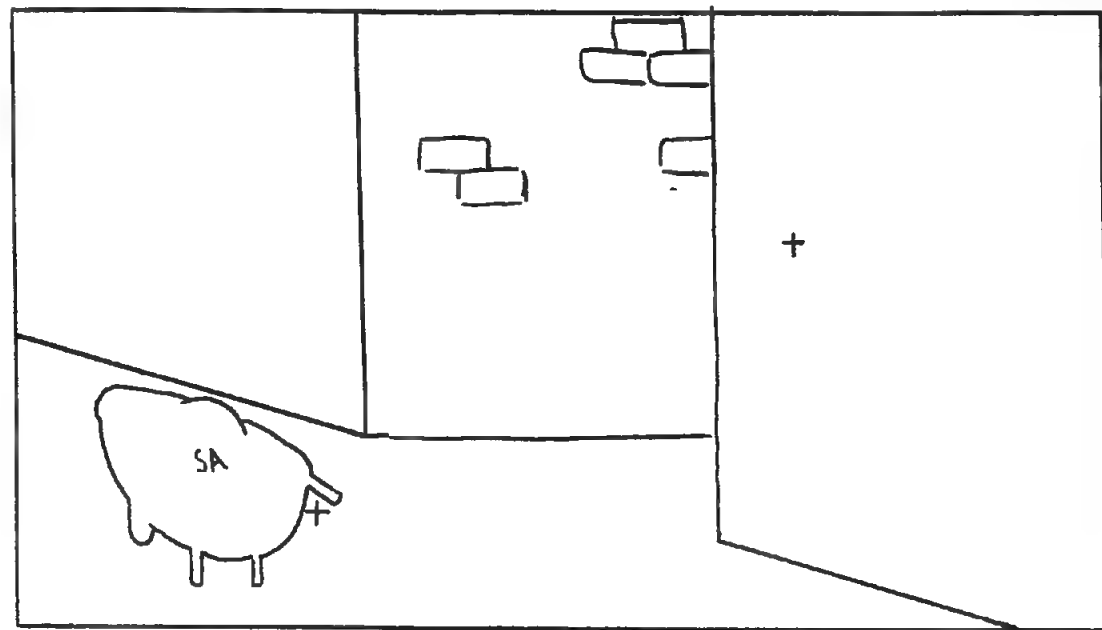
day night



Sc. 145 *cont*

Pnl. E

Bg.



Dialog:

SFX: [FIGHTING CONTINUES]

Action:

- F + BERRIES FIGHT INTO ALLEY

Timing:



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Production :

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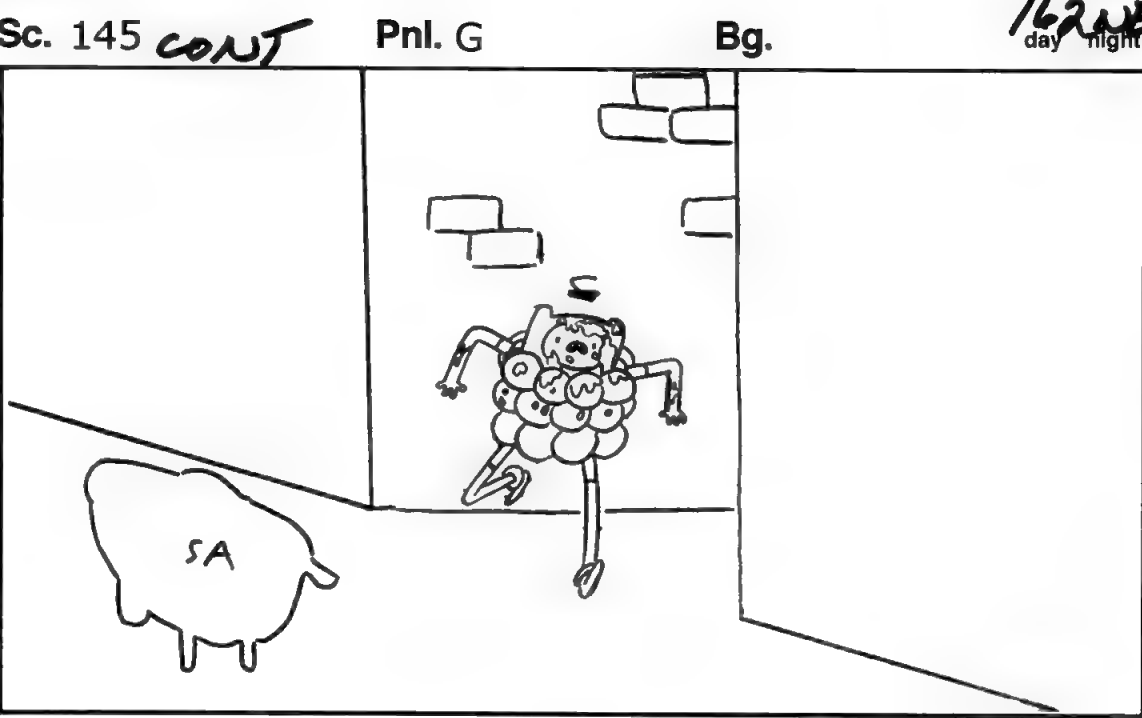
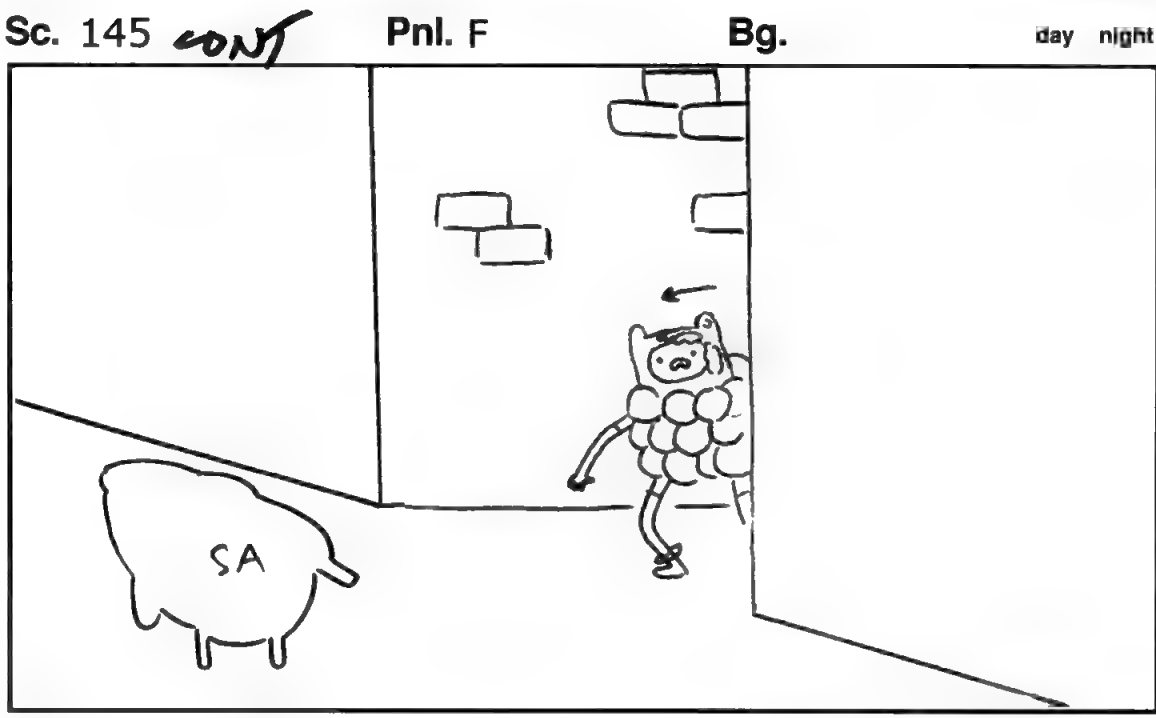
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ADVENTURE TIME



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Dialog:
Action:
Timing:

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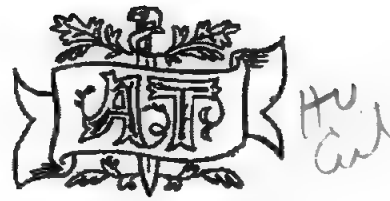
1025/171

Production:

1025/171

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ADVENTURE TIME



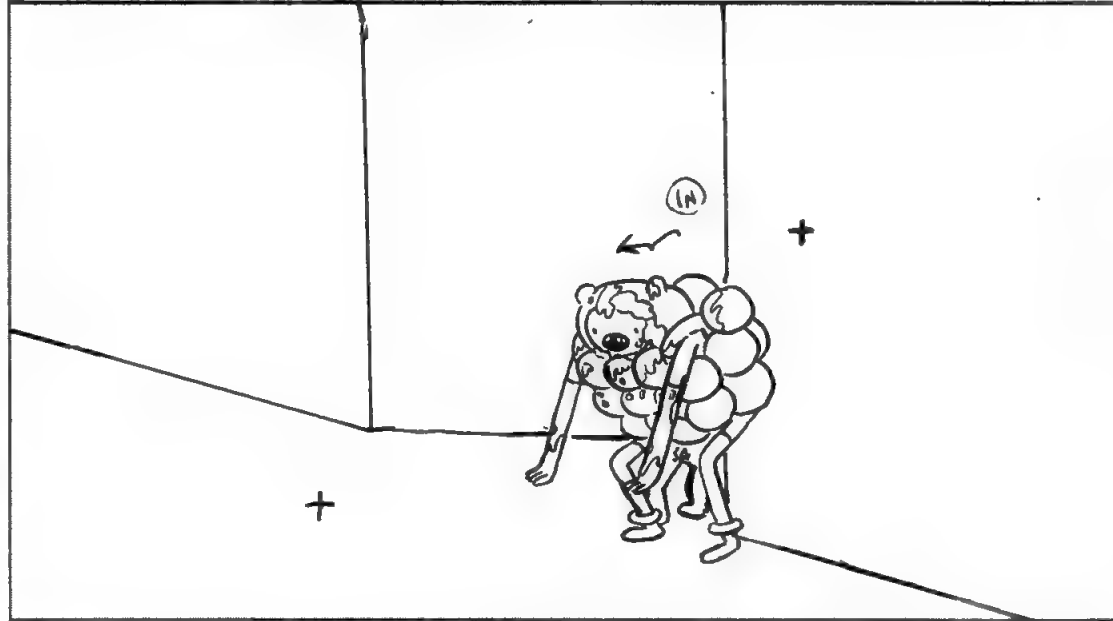
Page 162
162A NEXT
day night

Sc. 145 CONT

Pnl. H

Bg.

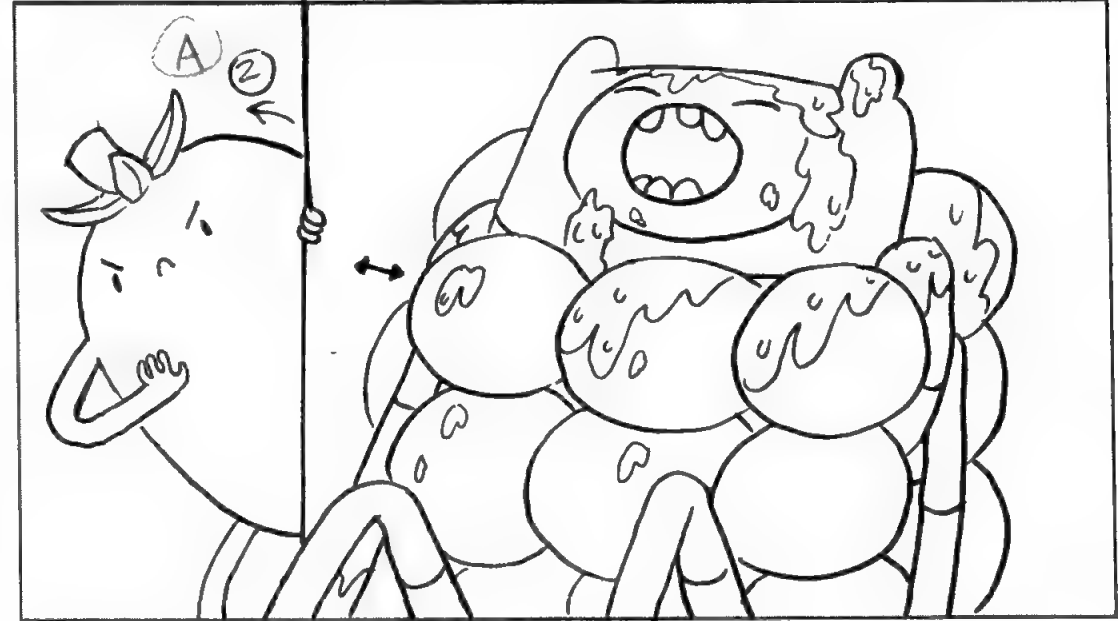
day night



Sc. 146

Pnl. A

Bg.



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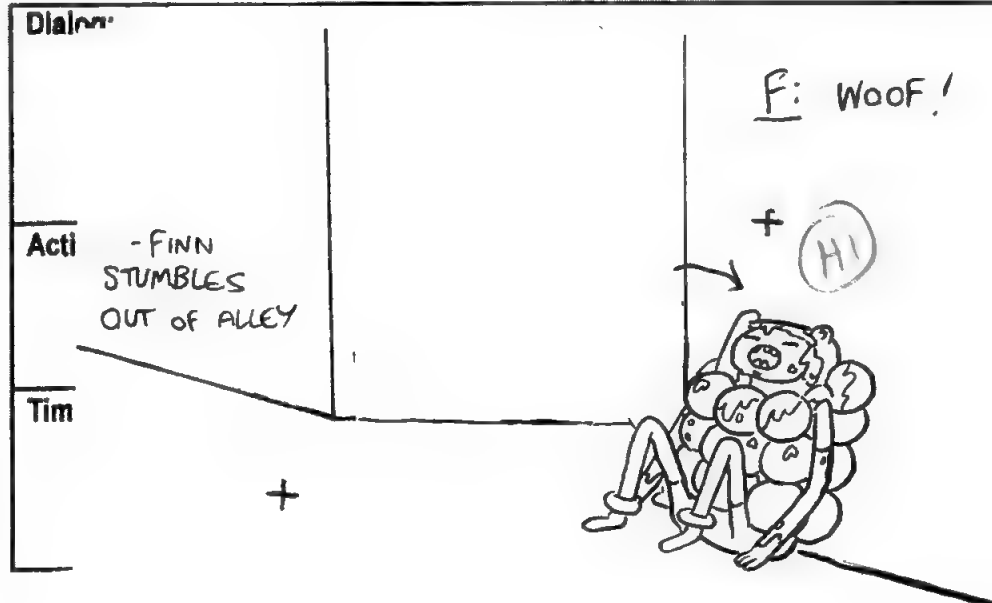
Dialm

Acti

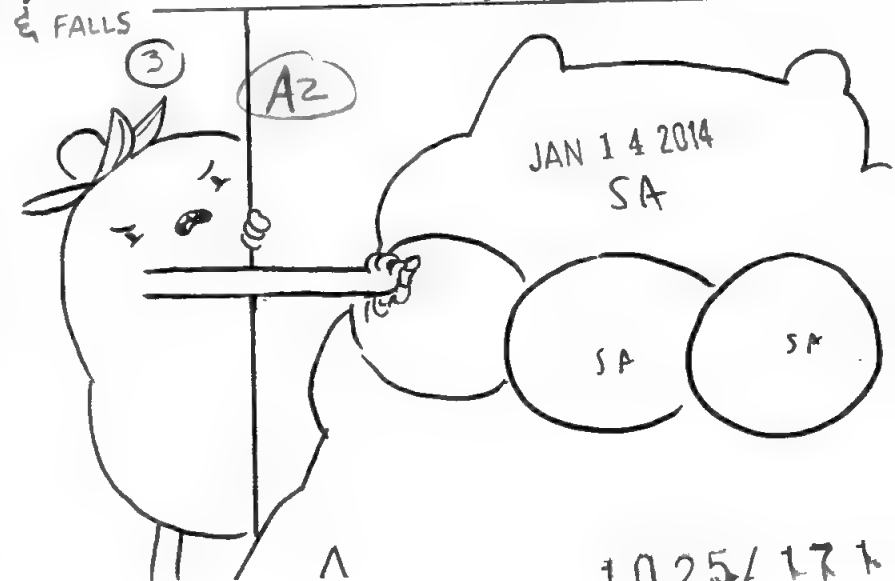
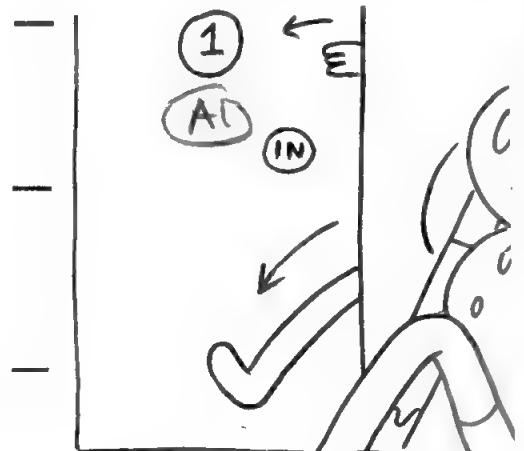
- FINN
STUMBLES
OUT OF ALLEY

Tim

F: WOOF!



F: (BREATHING HEAVY)
ACTION: - FINN'S CHEST RISES & FALLS
- BUM BERRY
GRABS AT FINN



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ADVENTURE TIME



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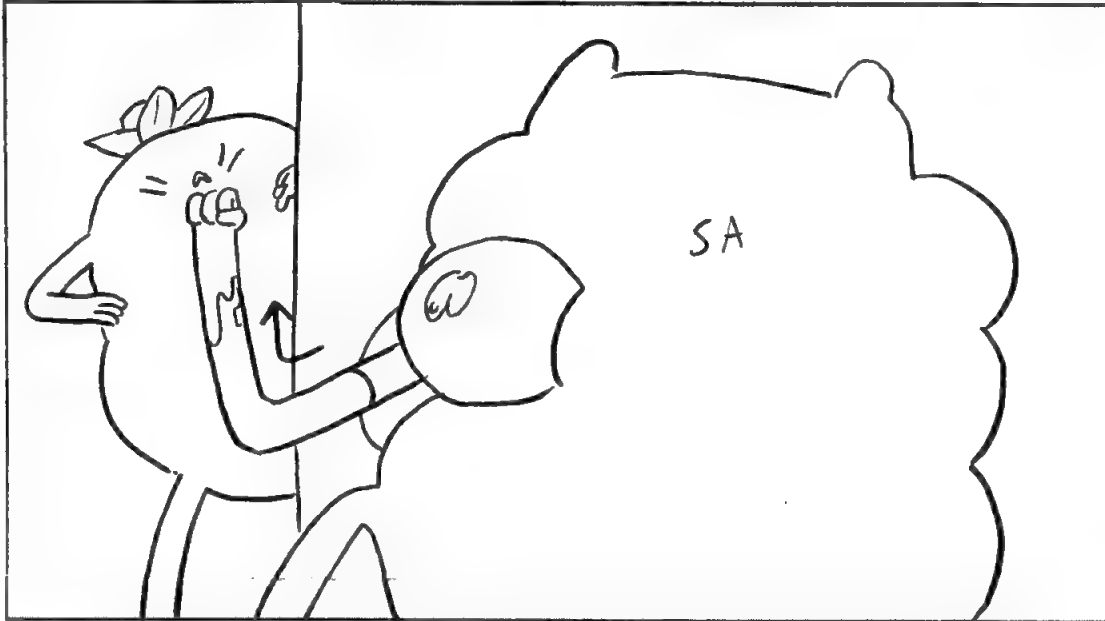
763 NEXT

Sc. 146 *cont*

Pnl. B

Bg.

day night

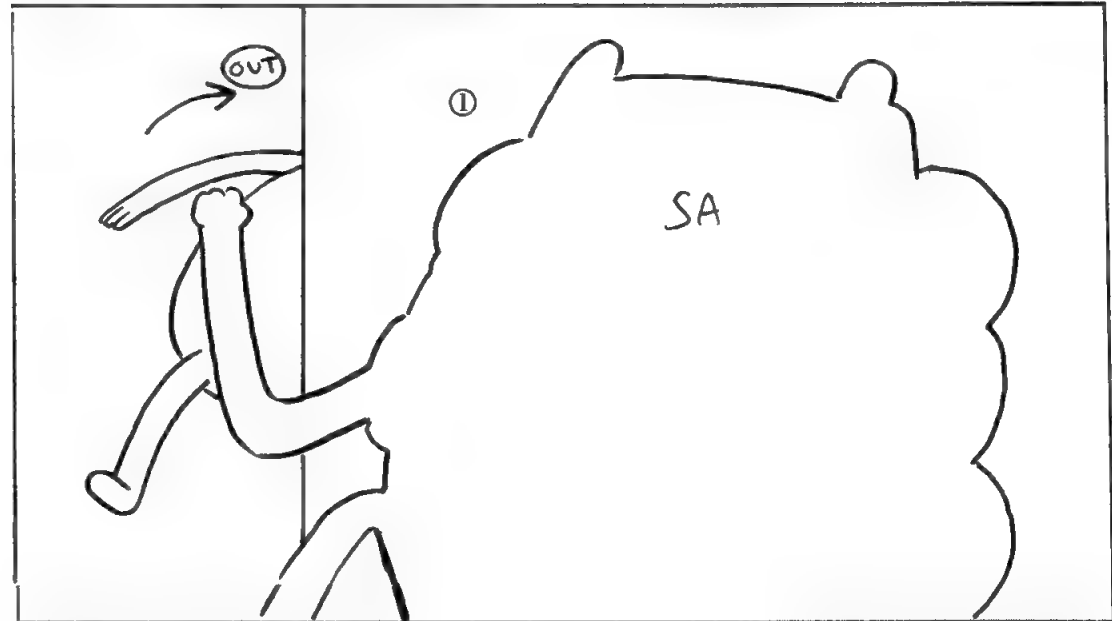


Sc. 146 *cont*

Pnl. C

Bg.

day night



Dialog:

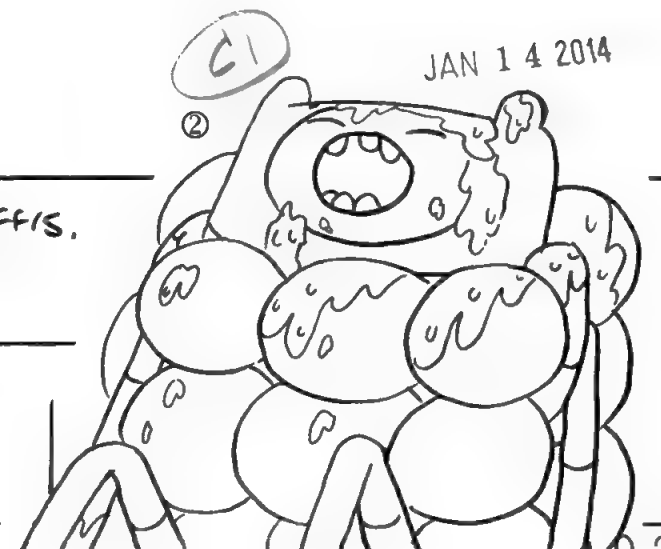
SFX: * SMA K *

Action:

- F PUNCHES BUM BERRY

- BUMBERRY FLIES OFF'S.

Timing:



Production :

EPISODE #

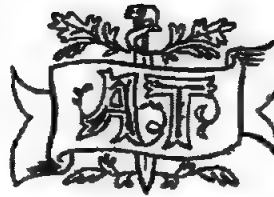
1025-171

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ADVENTURE TIME



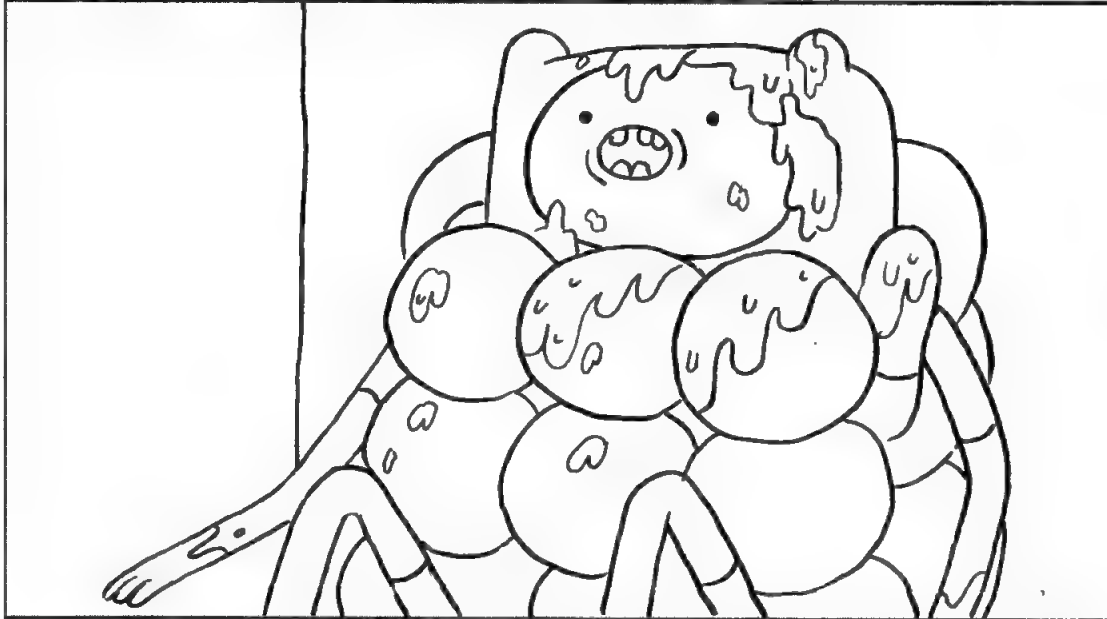
Page 163

Sc. 146 *CONT*

Pnl. D

Bg.

day night

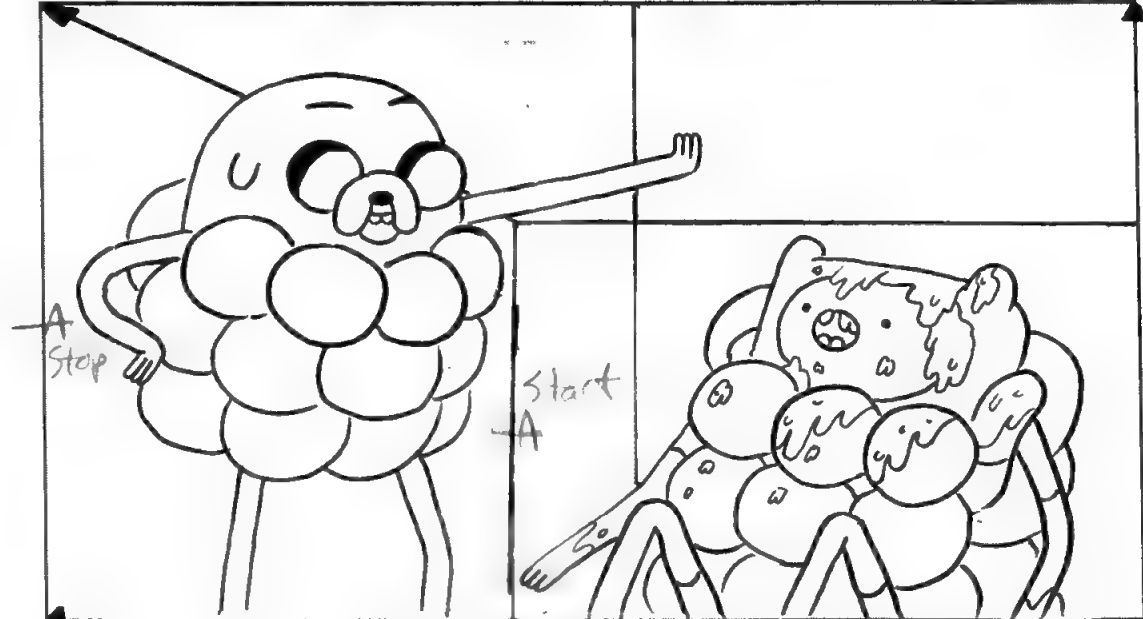


Sc. 146 *CONT*

Pnl. E

Bg.

day night



Dialog:

J/ How much coin would it take for you to be my berry foot warmer.

Drag to reveal

JAN 14 2014

Action:

-TRUCK OUT TO REVEAL JAKE LEANING AGAINST WALL.

Timing:

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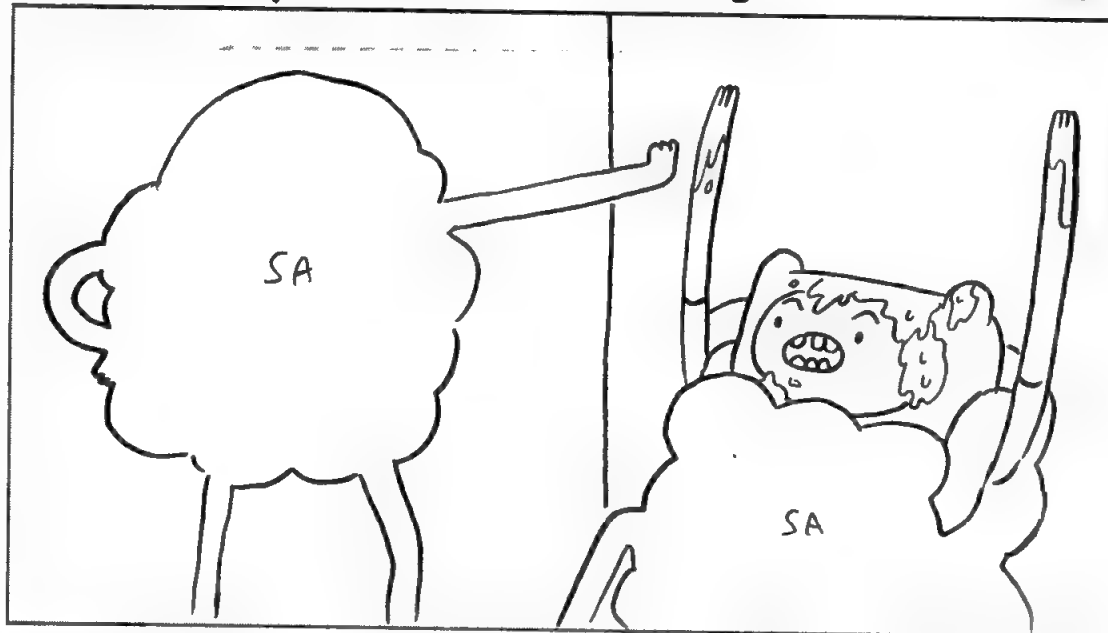


Page 164

Sc. 146 CONT Pnl. F

Bg.

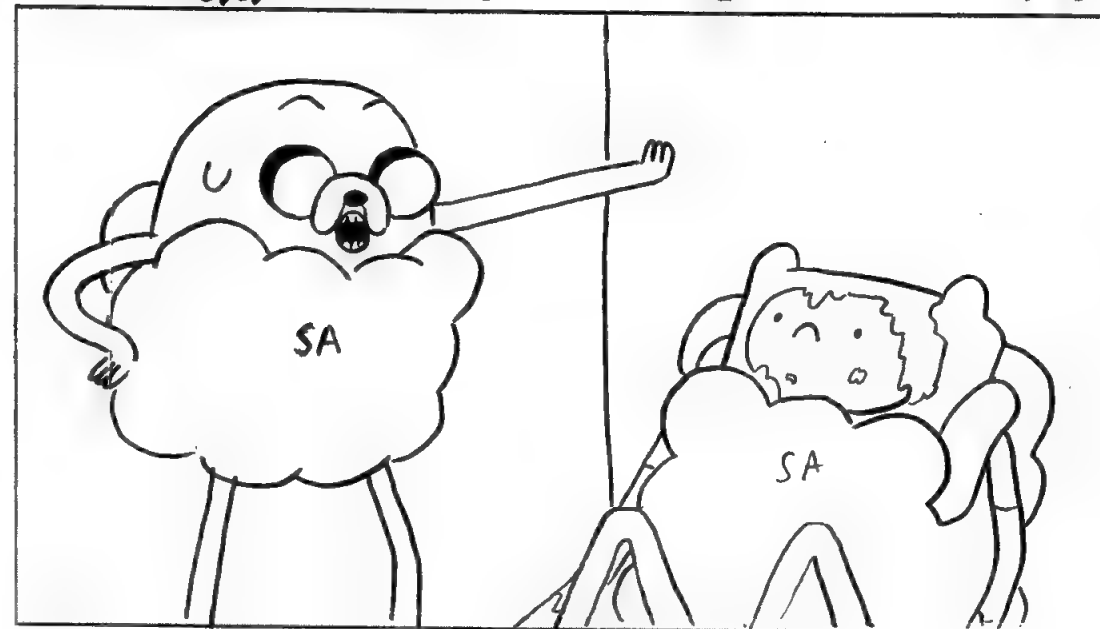
day night



Sc. 146 CONT Pnl. G

Bg.

day night



Dialog: F: DUDE!

J: OH! HEY MAN!

Action:

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Timing:

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ADVENTURE TIME



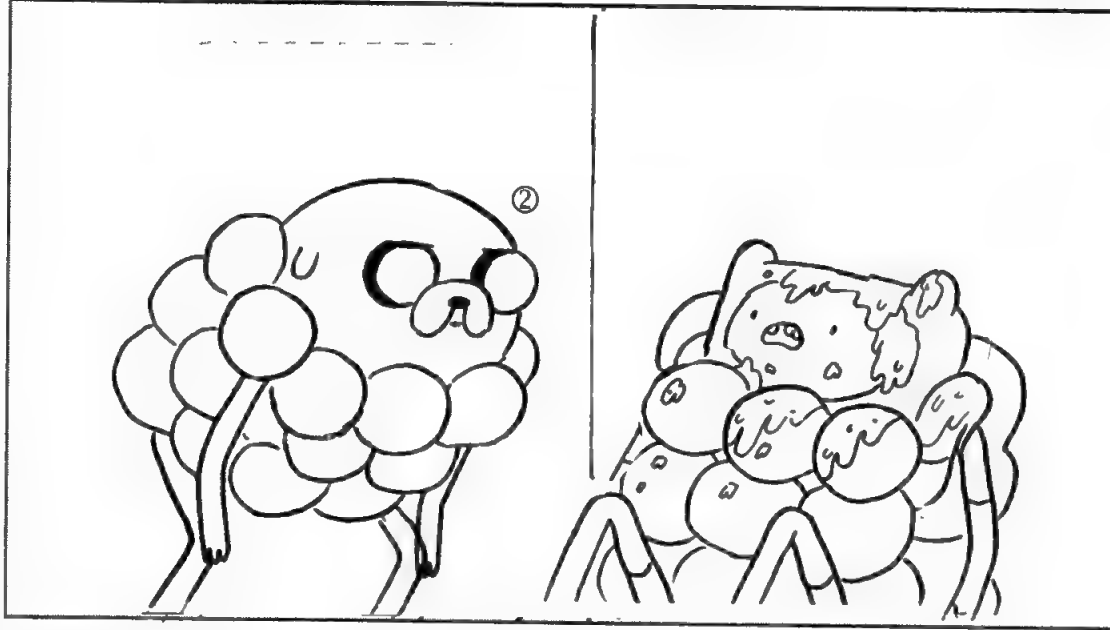
Page 165

Sc. 146 *CONT*

Pnl. H

Bg.

day night

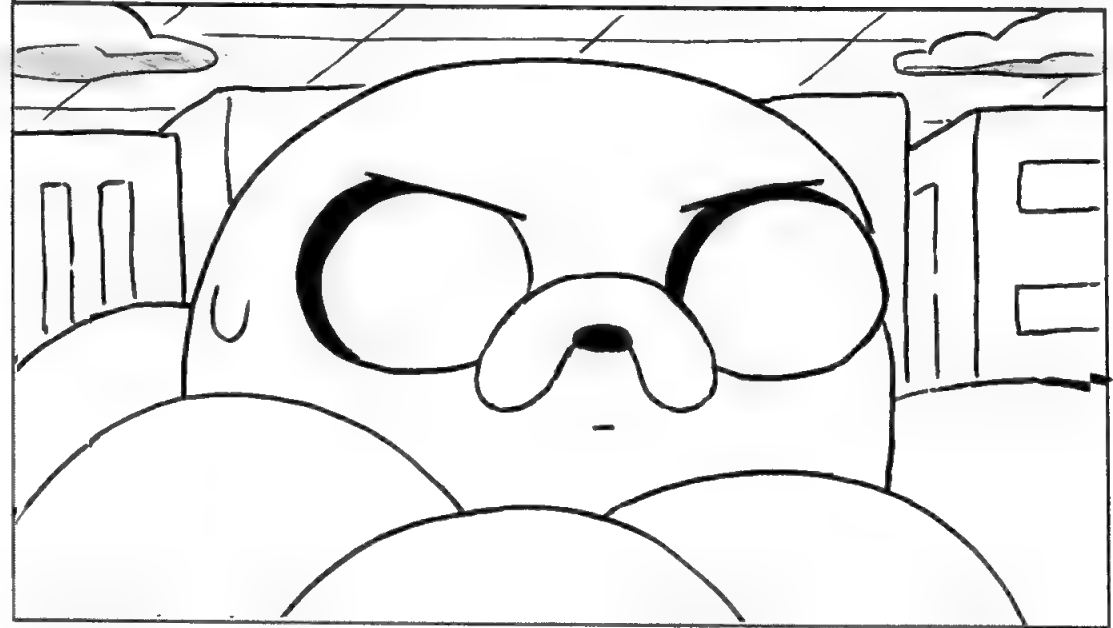


Sc. 147

Pnl. A

Bg.

day night



Dialog: F: JAKE THIS MONEY IS BAD, WE GOTTA GET RID OF ALL OF IT RIGHT NOW

Action:

Timing:



- JAKE CONSIDERS FOR A BEAT

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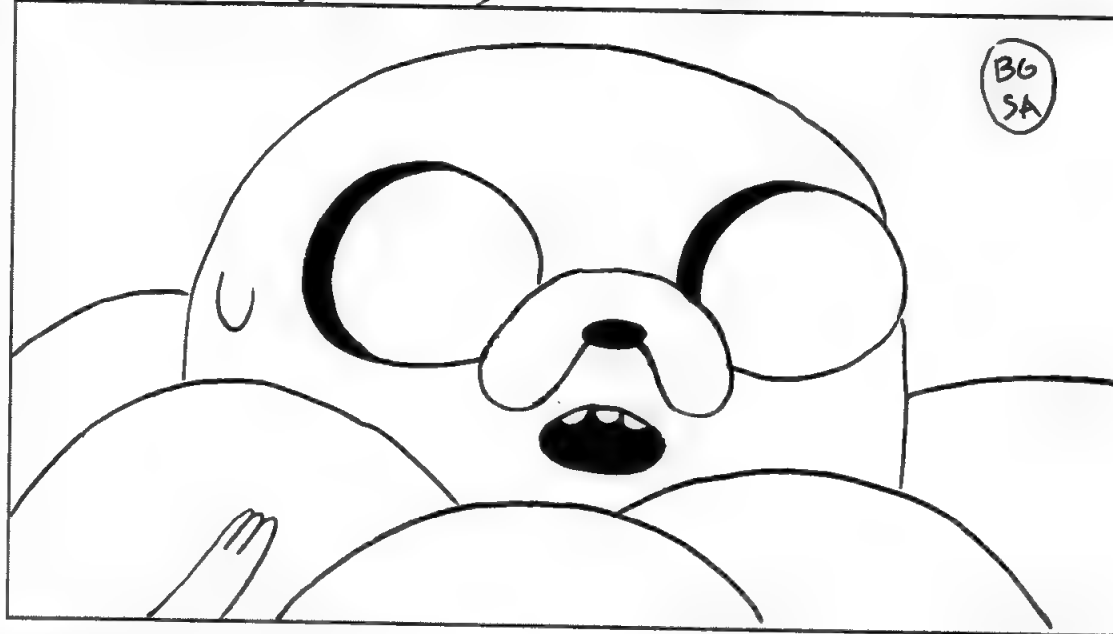


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Sc. 147 *CONT* Pnl. B

Bg.

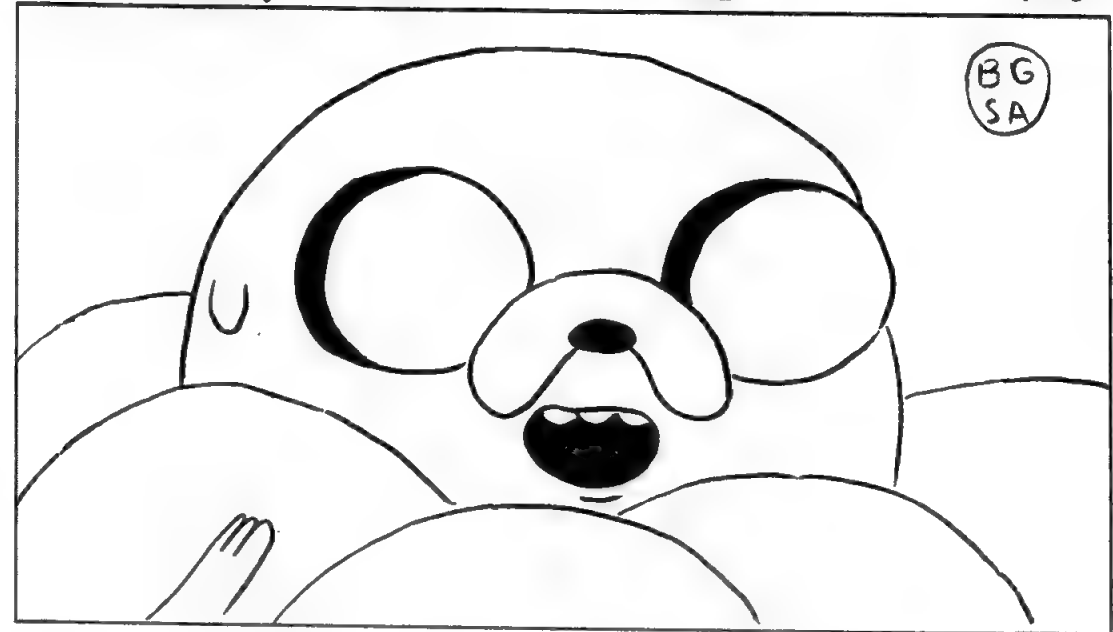
day night



Sc. 147 *CONT* Pnl. C

Bg.

day night



Dialog: J: OK. I GOT A PLAN...

J: AND THIS TIME IT'S GONNA INVOLVE --

Action:

JAN 14 2014

Timing:

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ADVENTURE TIME



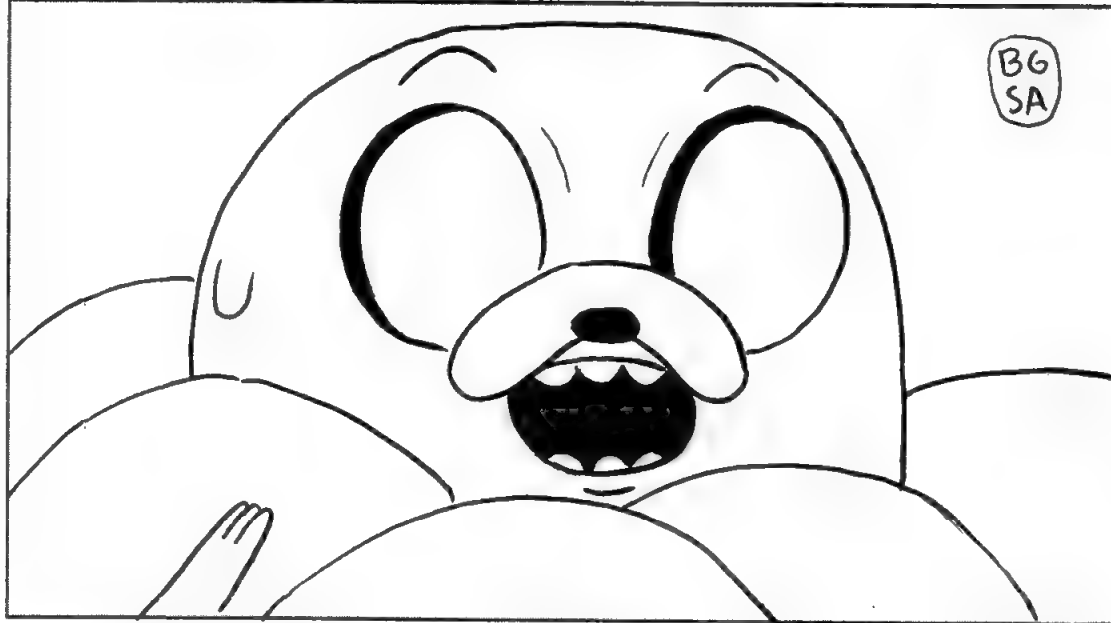
Page 167

Sc. 147 *cont*

Pnl. D

Bg.

day night



Sc. 148

Pnl. A

Bg.

day night



Dialog: J: AAALL THE MONEY...

Action:

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Timing:

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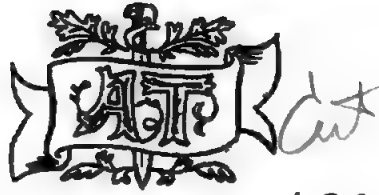
1025/171

Production :

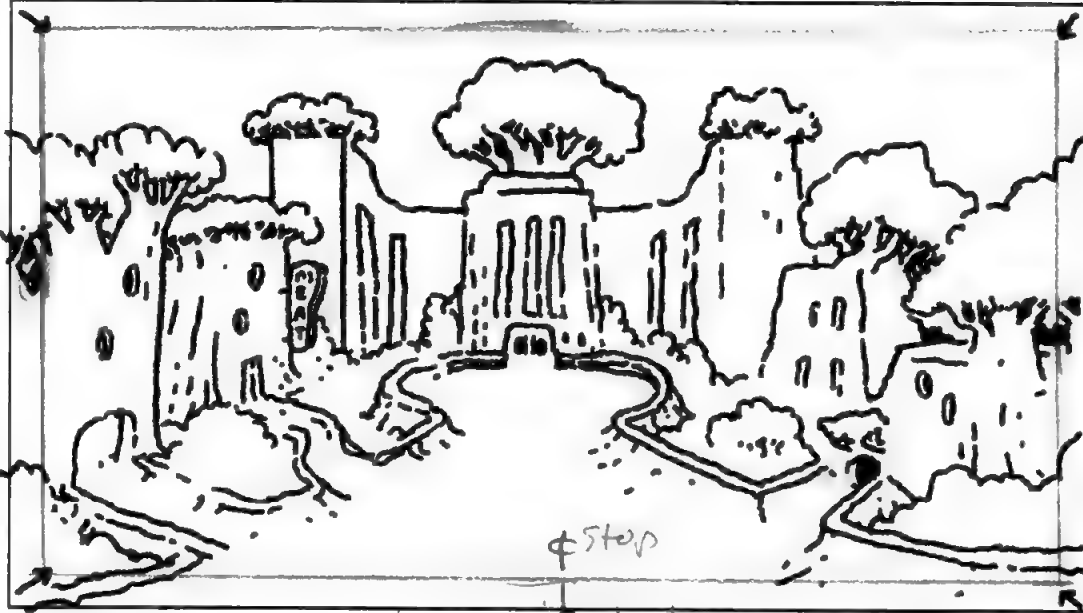
1025/171

1025/171

ADVENTURE TIME



Sc. 149 Pnl. A Bg. day night



Dialog:

SFX: ♪ MUSIC ♪ _____

Action:

- DRIFT IN SLOWLY ON PALACE.

Timing:

Sc. 150 Pnl. A Bg. day night



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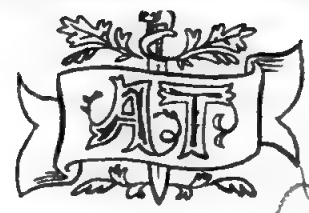
JAN 14 2014

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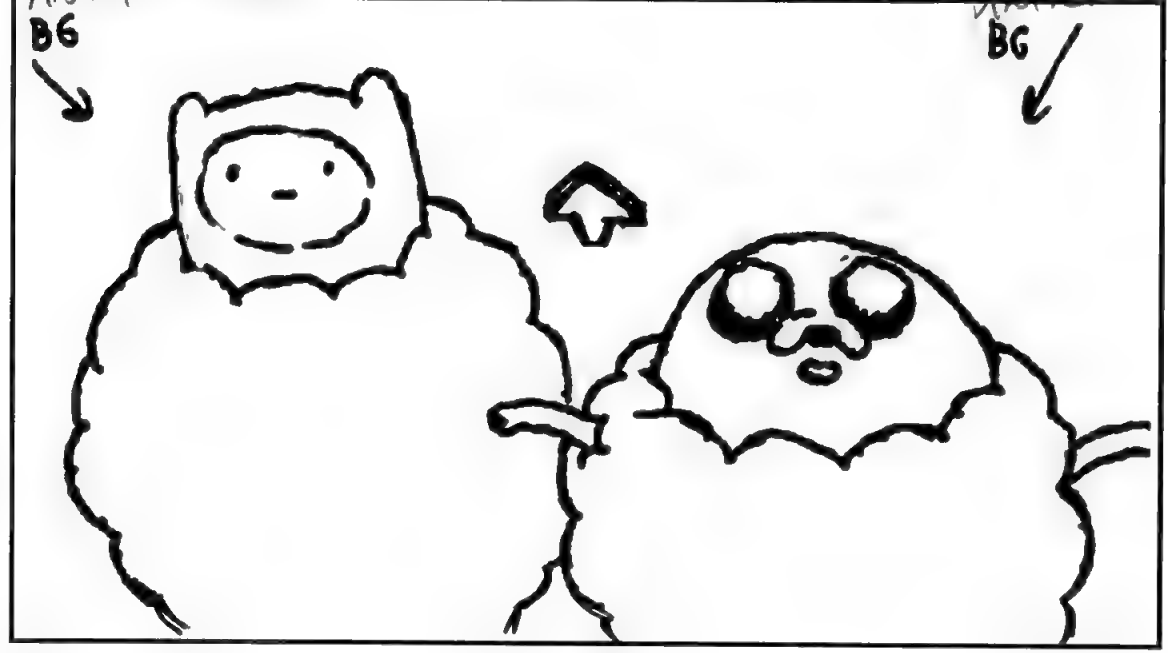
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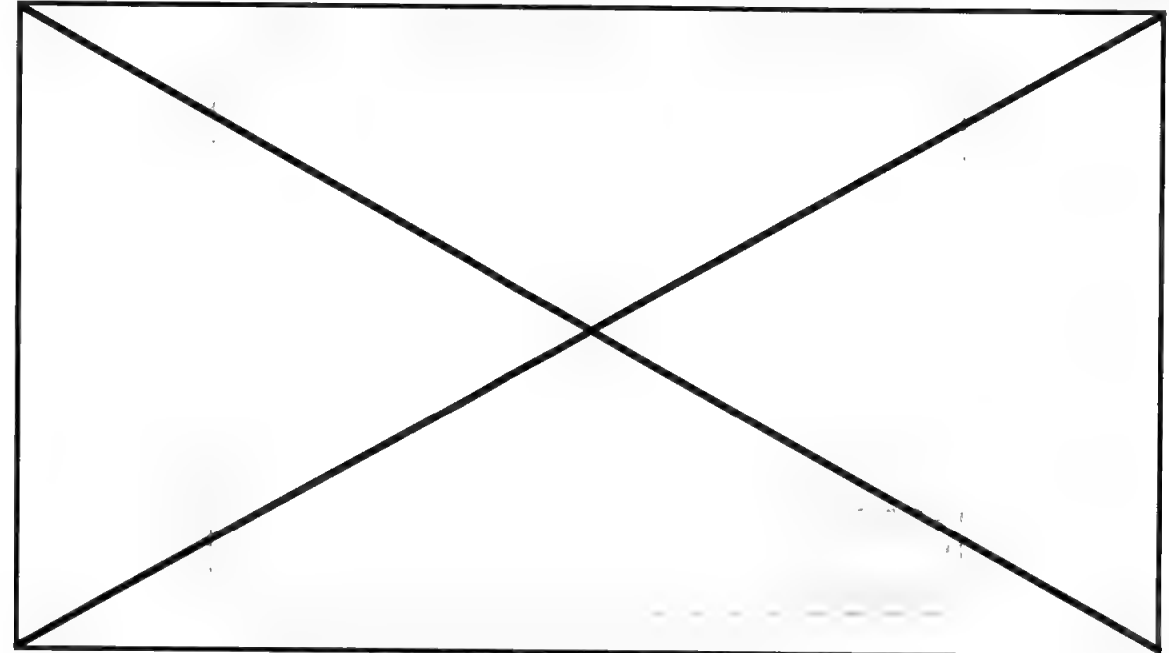
ADVENTURE TIME



Sc. 150 *cont* Pnl. B Bg. *day night*



Sc. *Cut* Pnl. Bg. *day night*



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Dialog:
Action:
Timing:

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1025/171

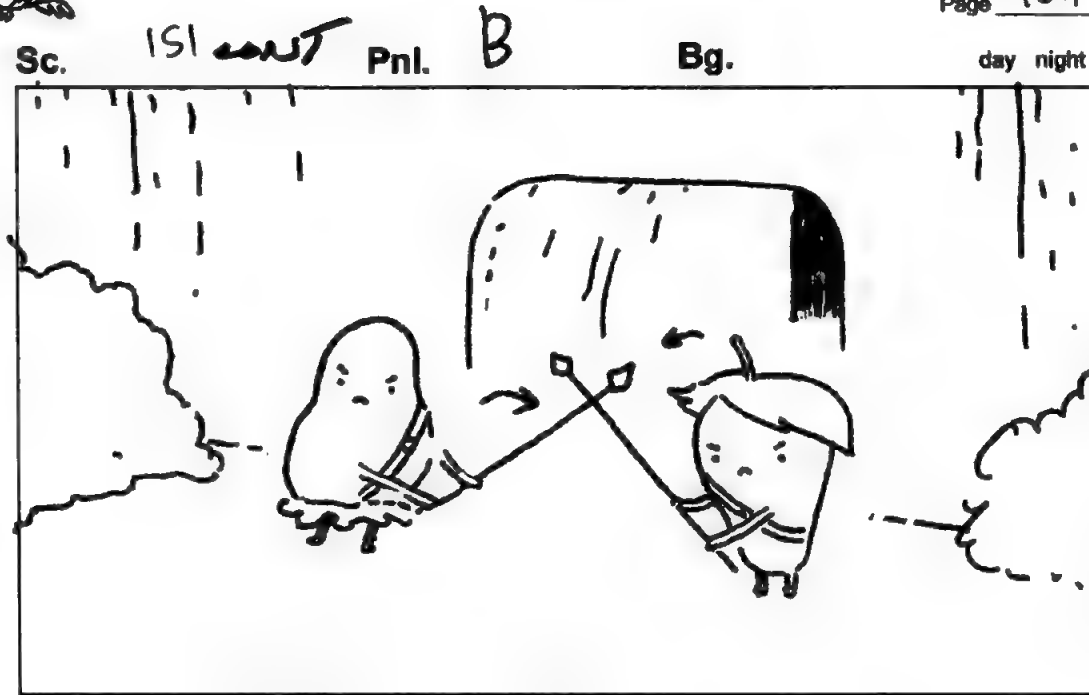
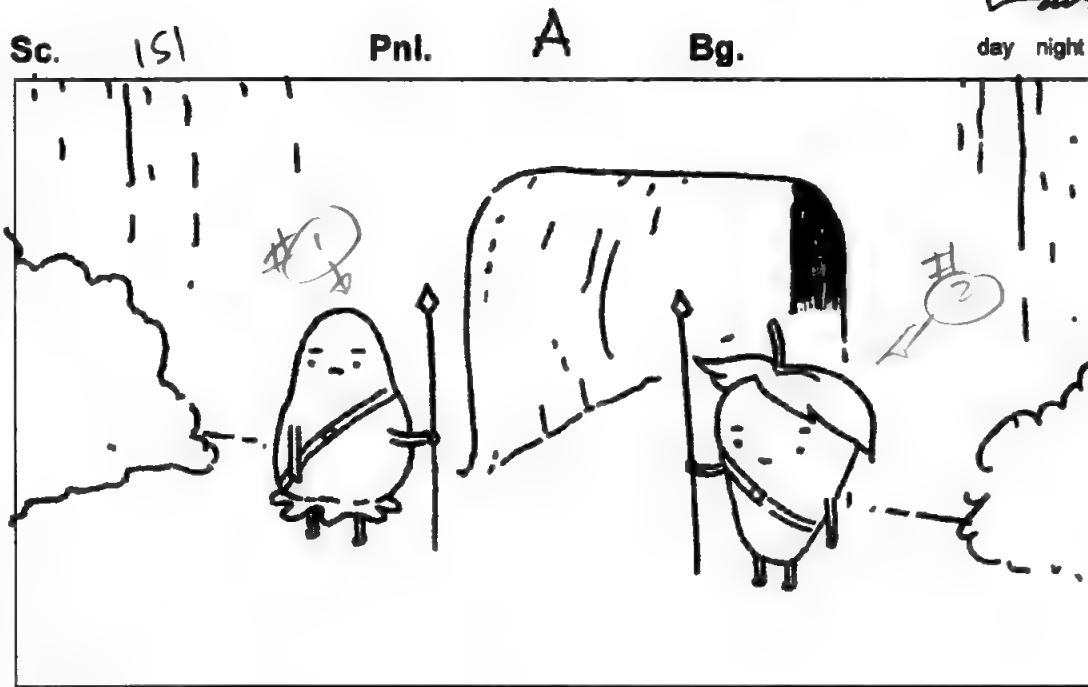
Production:

1025/171

ADVENTURE TIME



Page 169



Dialog:

SFX: *CLANK!*

Action:

- GUARDS CROSS SPEARS,

JAN 14 2014

Timing:

1025-171

EPISODE #

1025/171

Production :

1025/171

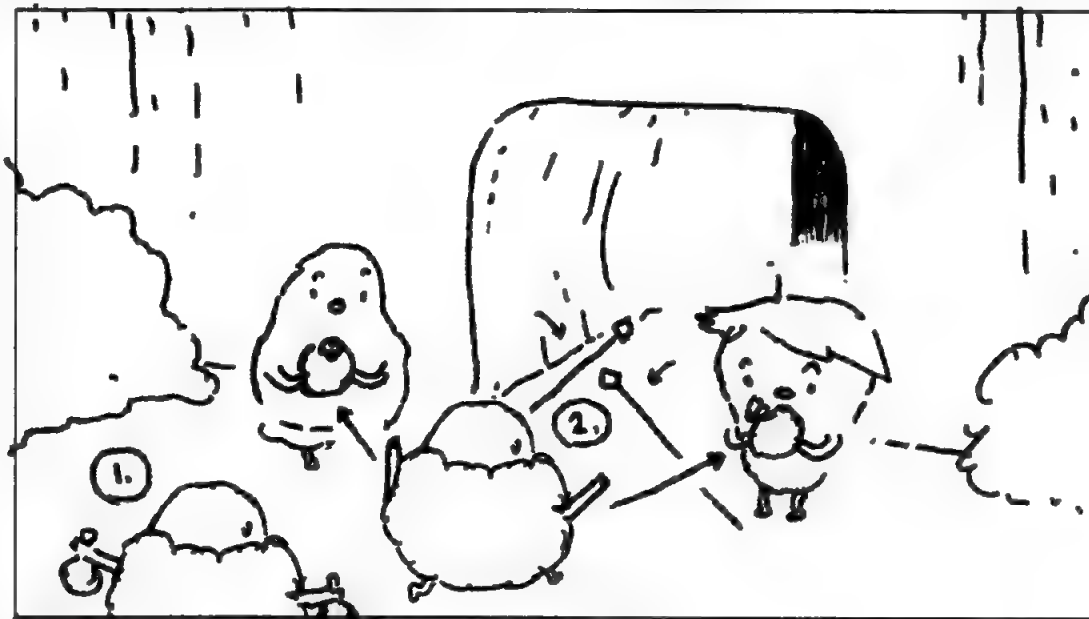
1025/171

ADVENTURE TIME



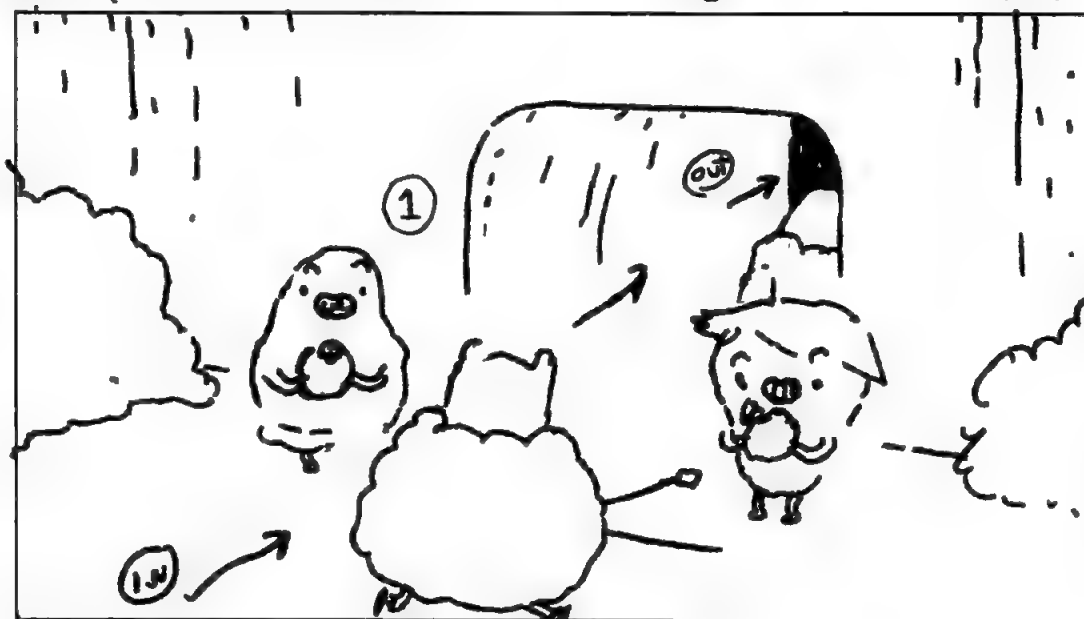
Page 176

Sc. 151 CONT Pnl. C Bg. day night



Dialog:

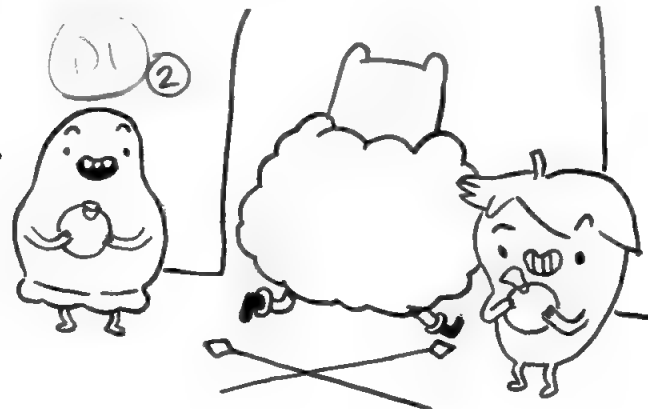
Sc. 151 CONT Pnl. D Bg. day night



SFX: * MUSIC - MMM-MONEY *

Action: JAKE RUN IN AND THROWS BAGS OF MONEY INTO THE GUARDS HANDS.

Timing: They Drop their spears.



JAN 14 2014
- J. RUNS THROUGH DOORS

Production :

1025 - 171

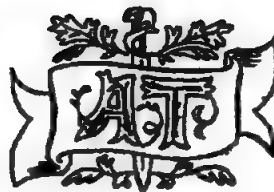
EPISODE #

1025/171

1025/171

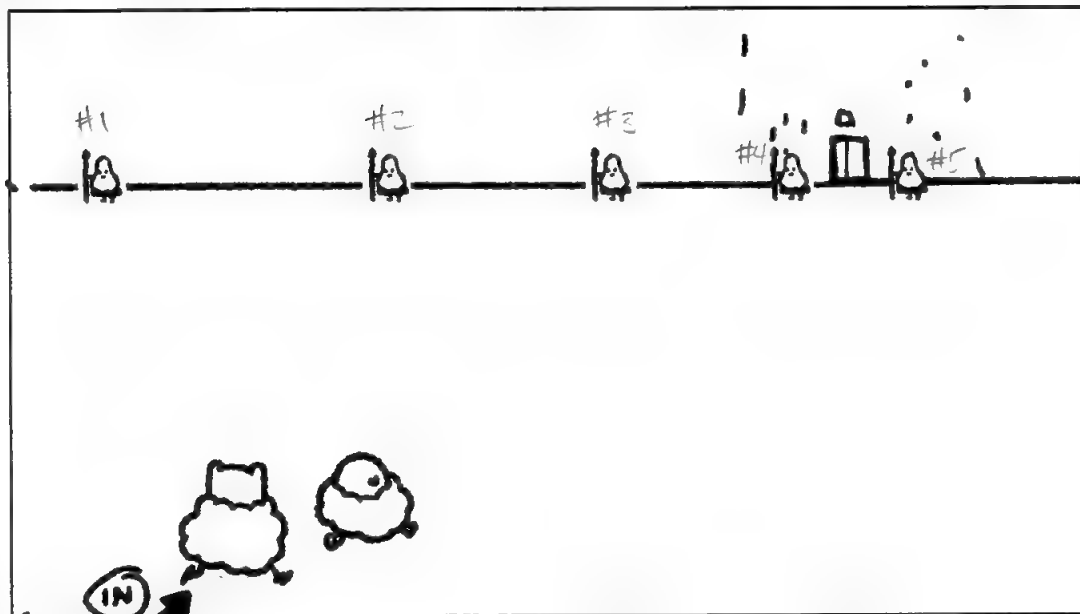
1025/171

ADVENTURE TIME

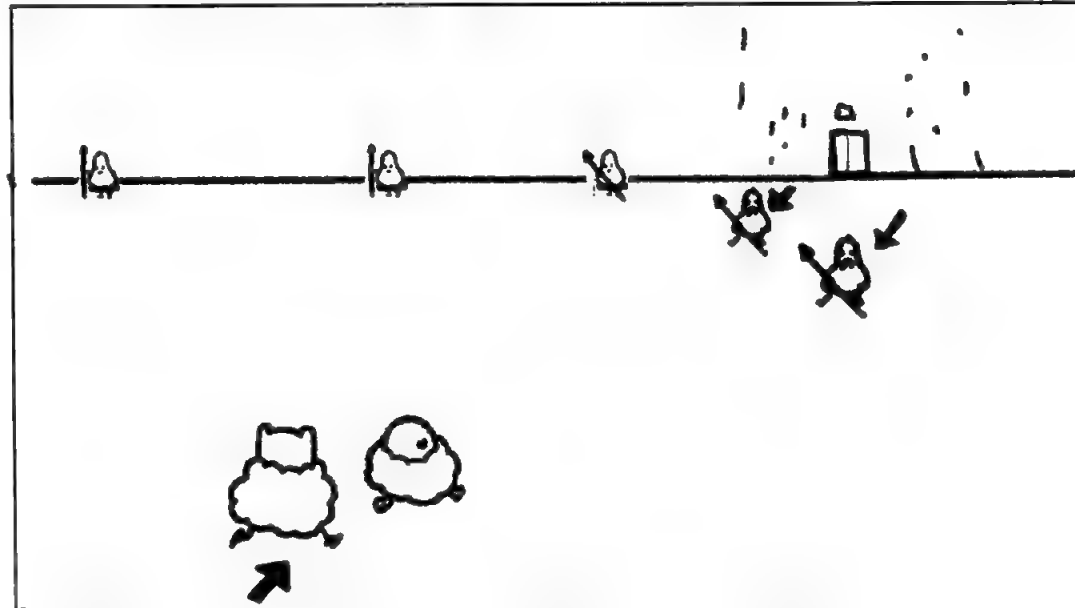


Page 171

Sc. 152 Pnl. A Bg. day night



Sc. 152 cont Pnl. B Bg. day night



Dialog:

Action:

- F+J RUN ON/S

- GUARDS RUSH F+J

JAN 14 2014

Timing:

1025 - 171

EPISODE #

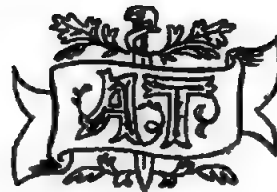
1025/171

Production :

1025/171

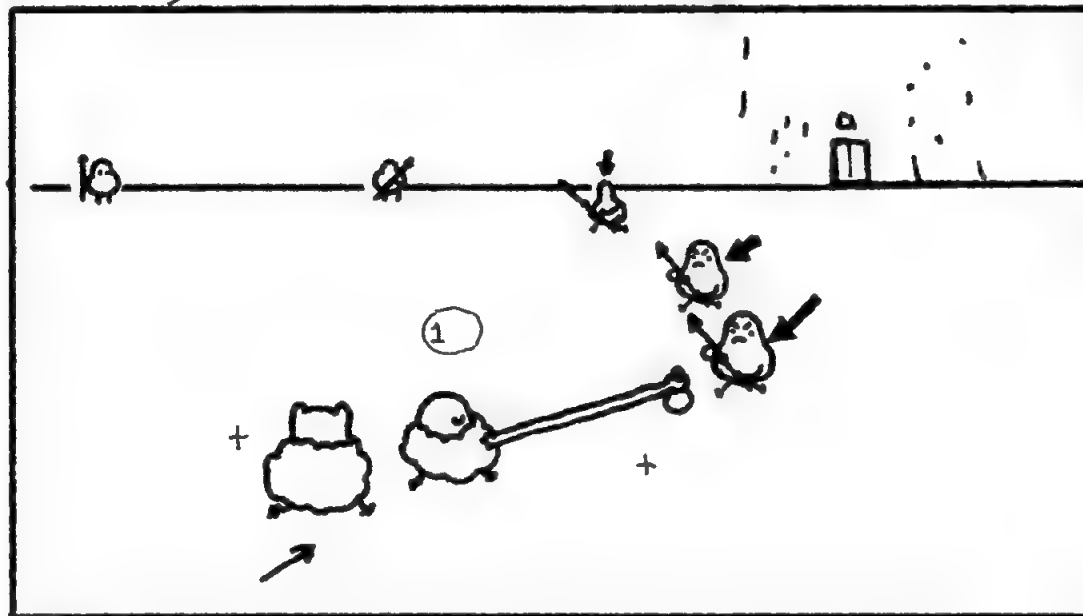
1025/171

ADVENTURE TIME

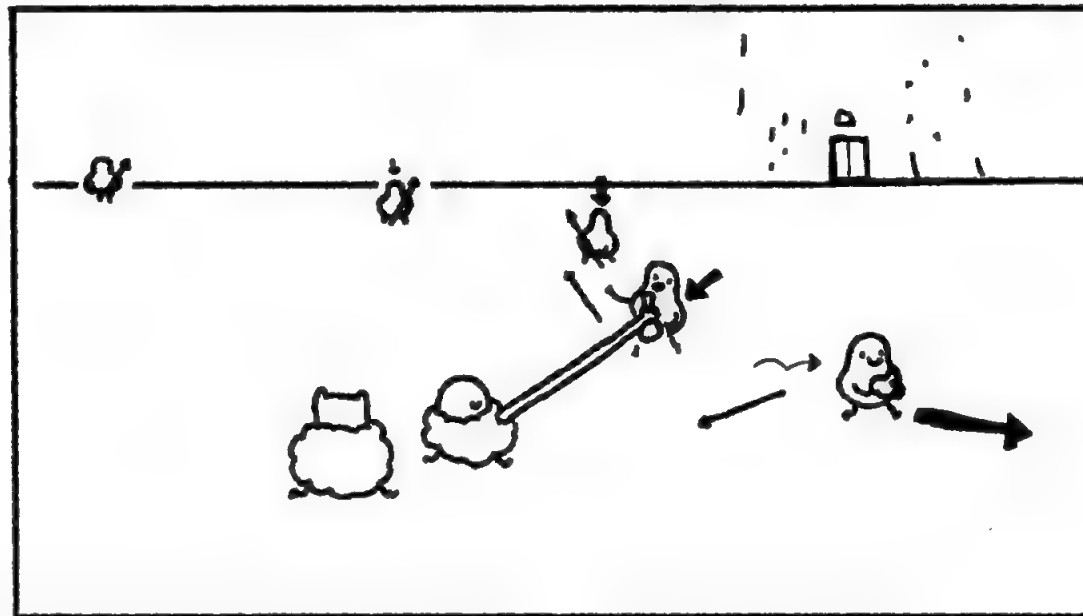


Page 172

Sc. 152 CONT Pnl. C Bg. day night



Sc. 152 CONT Pnl. D Bg. day night



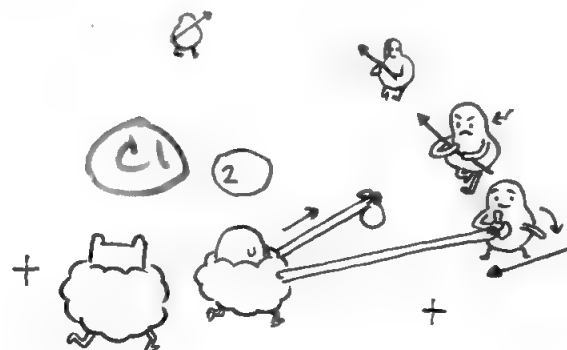
Dialog:

SFX: ♪ * M-M-M-MONEEEY* _____

Action:

- J. SHOVES BAGS OF GOLD AT THE GUARDS AS THEY APPROACH.

Timing:



- GUARDS PEEL AWAY AS THEY GET MONEY
JAN 14 '2014

1025 - 171

EPISODE #

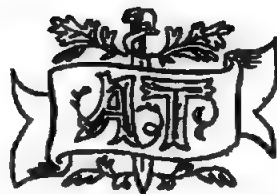
Production :

1025/171

1025/171

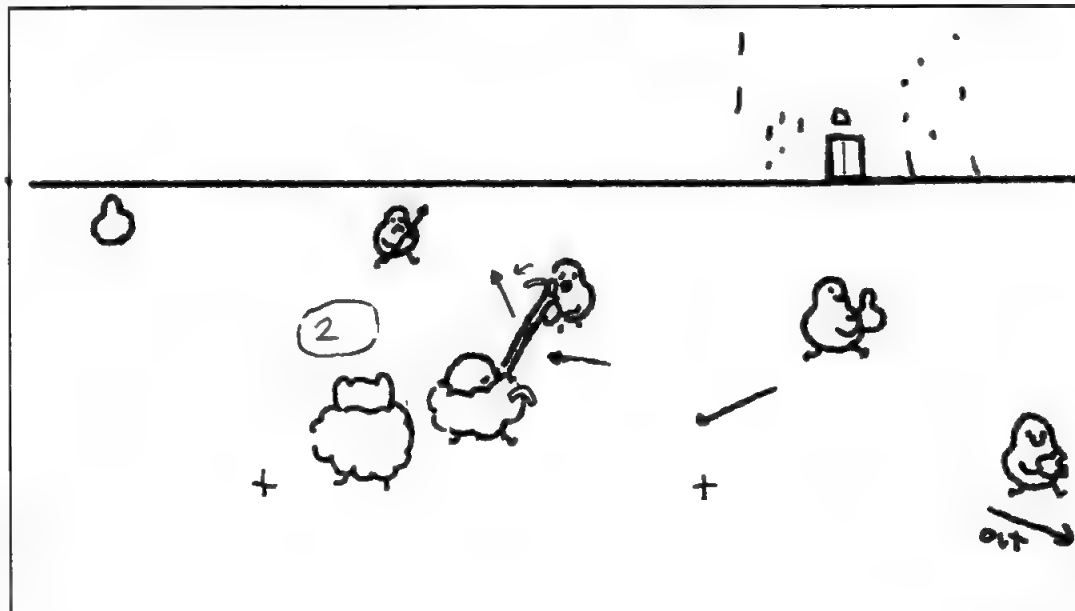
1025/171

ADVENTURE TIME

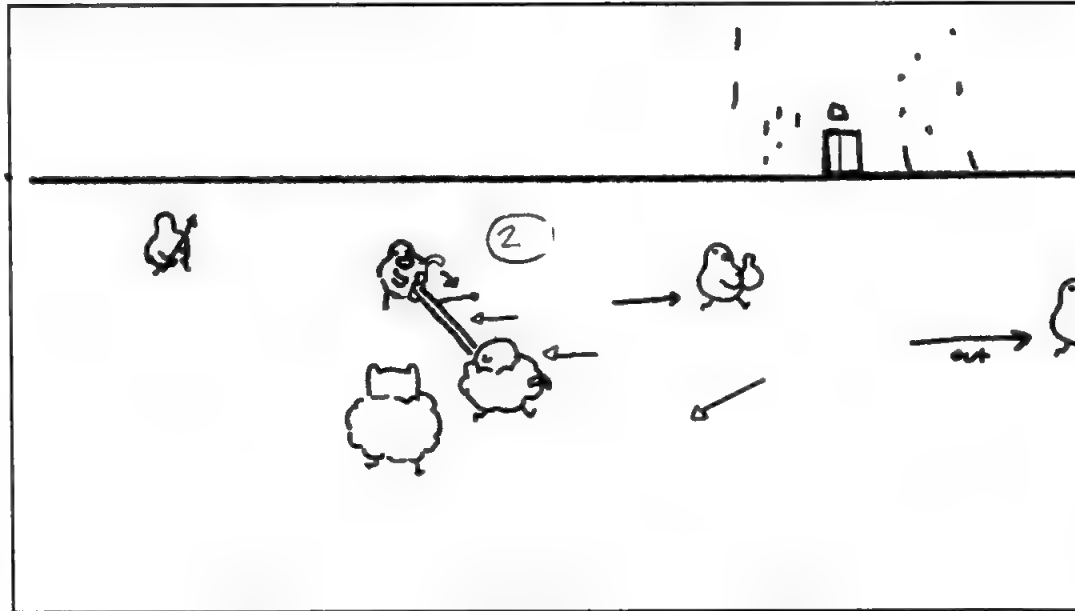


Page 173

Sc. 152 cont Pnl. E Bg. day night



Sc. 152 cont Pnl. F Bg. day night



Dialog:	
Action:	
Timing:	

JAN 14 2014

1025 - 171

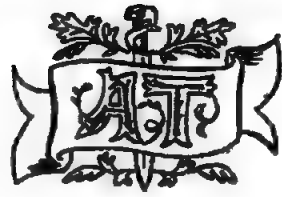
EPISODE #

1025/171

Production :

1025/171

ADVENTURE TIME



HT
Cut

Sc. 152 CONT Pnl. G Bg. day night

Sc. 152 CONT Pnl. H Bg. day night

Dialog:

Action:

Timing:

- F+J WALK TOWARDS ELEVATOR.

DETAIL :- ELEVATOR DOORS OPEN

1025 - 171

EPISODE #

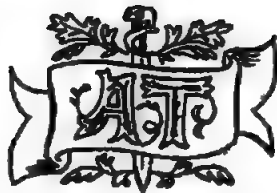
1025/171

Production :

1025/171

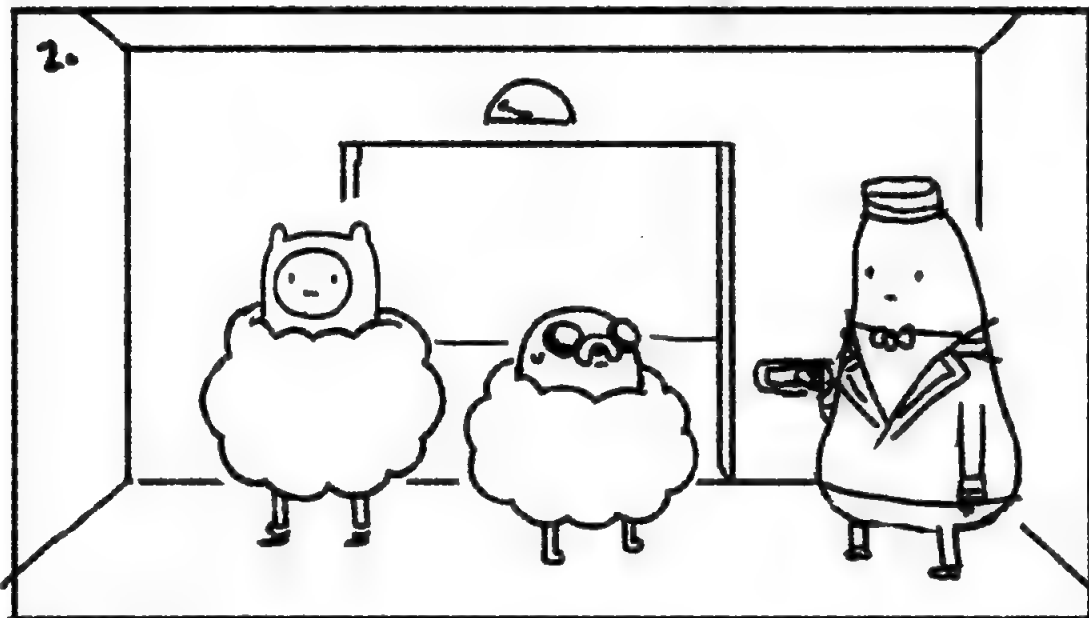
1025/171

ADVENTURE TIME

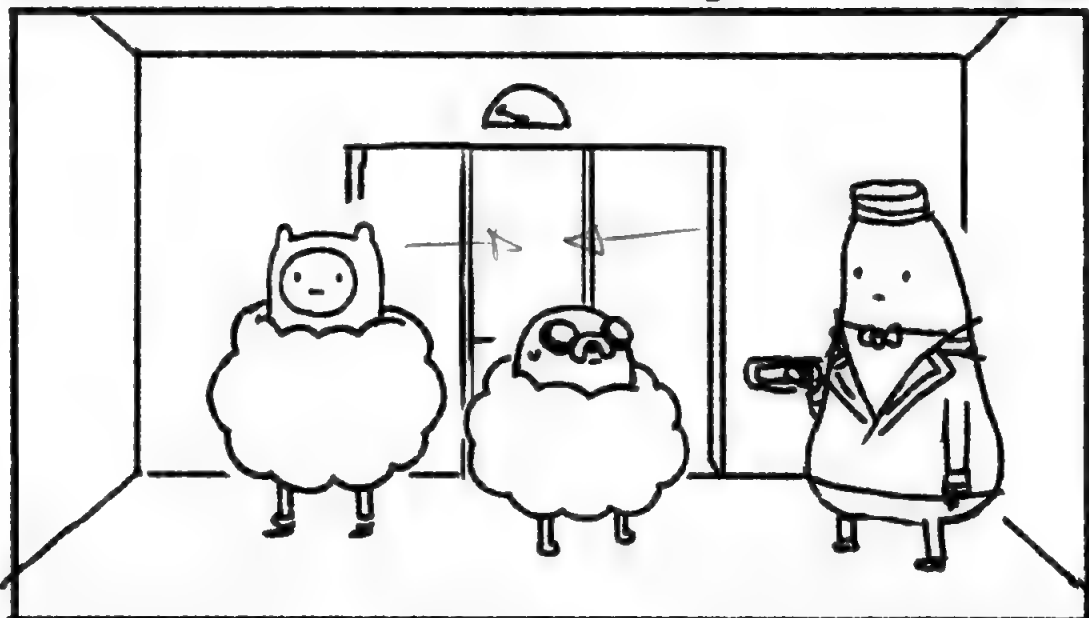


Page **175**
175A NEXT
 day night

Sc. 153 Pnl. **A** Bg. day night



Sc. 153 CONT Pnl. **B** Bg. day night



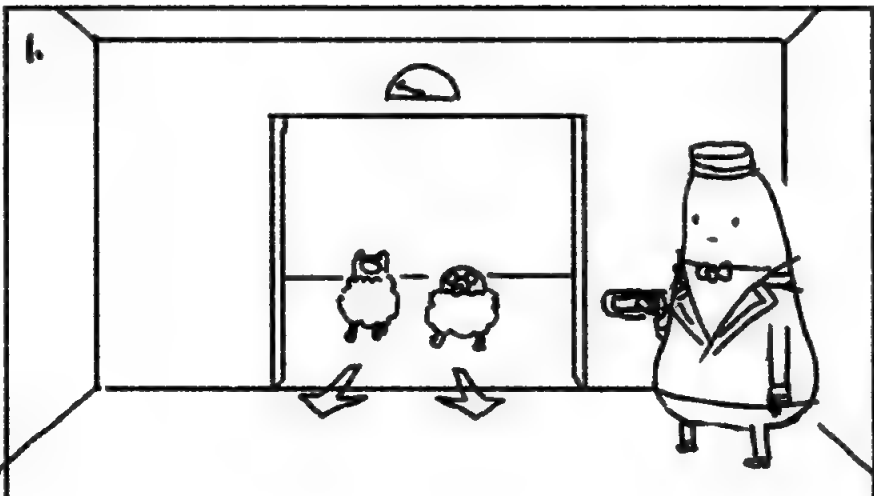
Dialog:

(A)

Action:

- F+J
 ENTER
 ELEVATOR

Timing:



SFX: M-M-M-MONEY —————

JAN 14 2014

ELEVATOR VERSION of money song is playing.

EPISODE # 1025 - 171

1025/171

Production :

1025/171

1025/171

HU
 Cut

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ADVENTURE TIME



Handwritten: *Hu Art*

Page 175A
176 NEXT
day night

Sc. 153

Handwritten: *cont*

Pnl. C

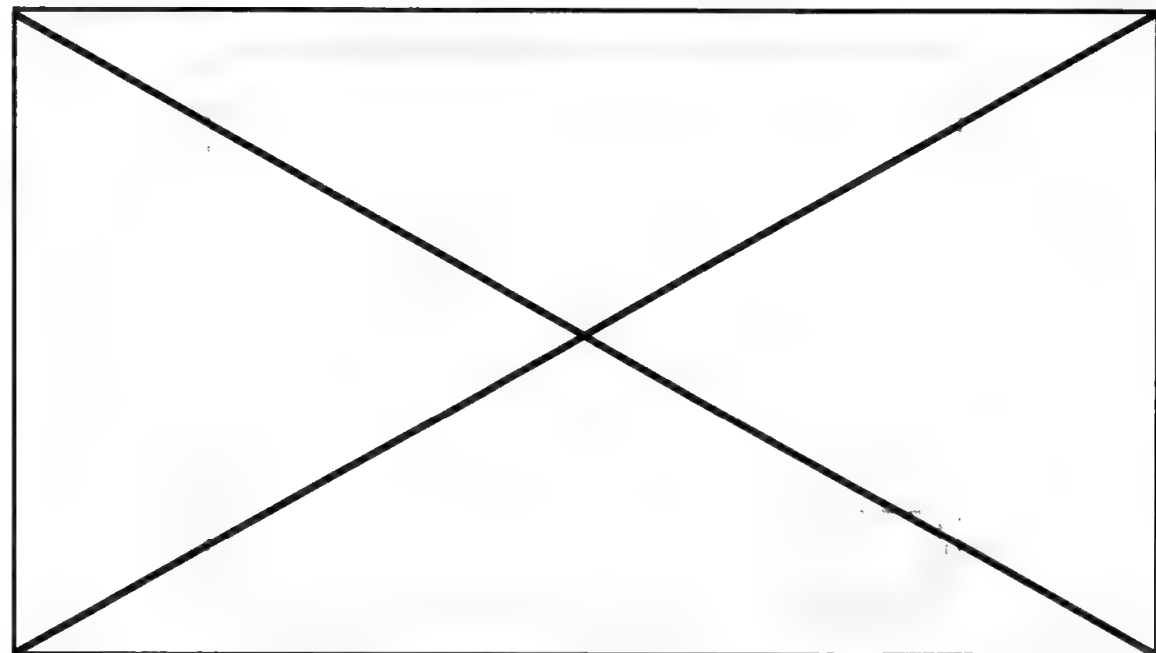
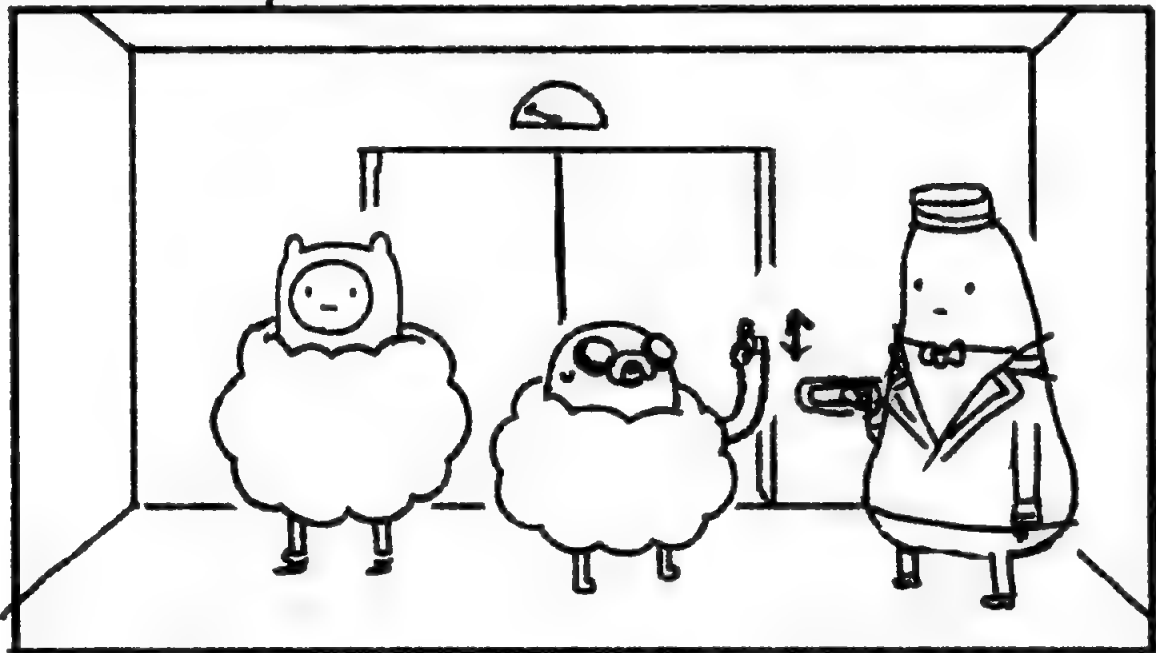
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:
Action: <i>- Jake points up.</i>
Timing:

JAN 14 2014

EPISODE # 1025 - 171

1025/171

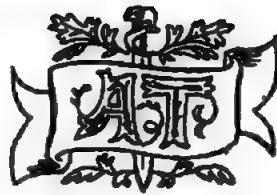
Production:

1025/171

1025/171

Hu
Cut

ADVENTURE TIME



Page 176

Sc. 154

Pnl. A

Bg.

day night



Sc. 154

cont

Pnl. B

Bg.

day night



Dialog:

Action:

ELEVATOR GUY SHAKES HIS
HEAD N.O.

Timing:



BNG HITS GUY IN
the face.

JAN 14 2014



Hu
Cut

1025 - 171

EPISODE #

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1025/171

ADVENTURE TIME



Page 177

Sc. 155

Pnl. A

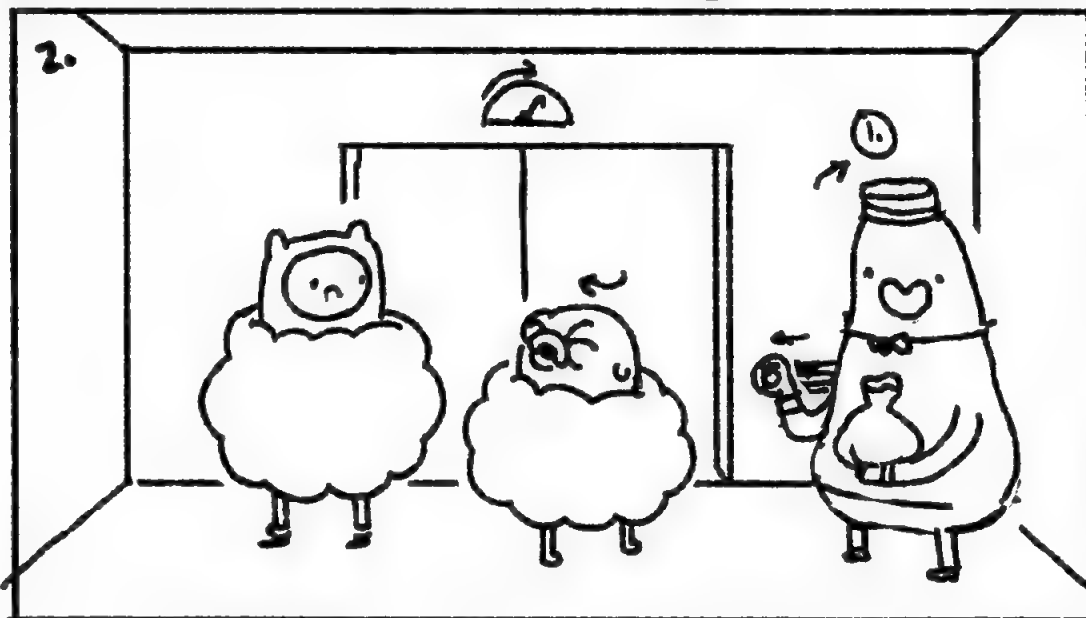
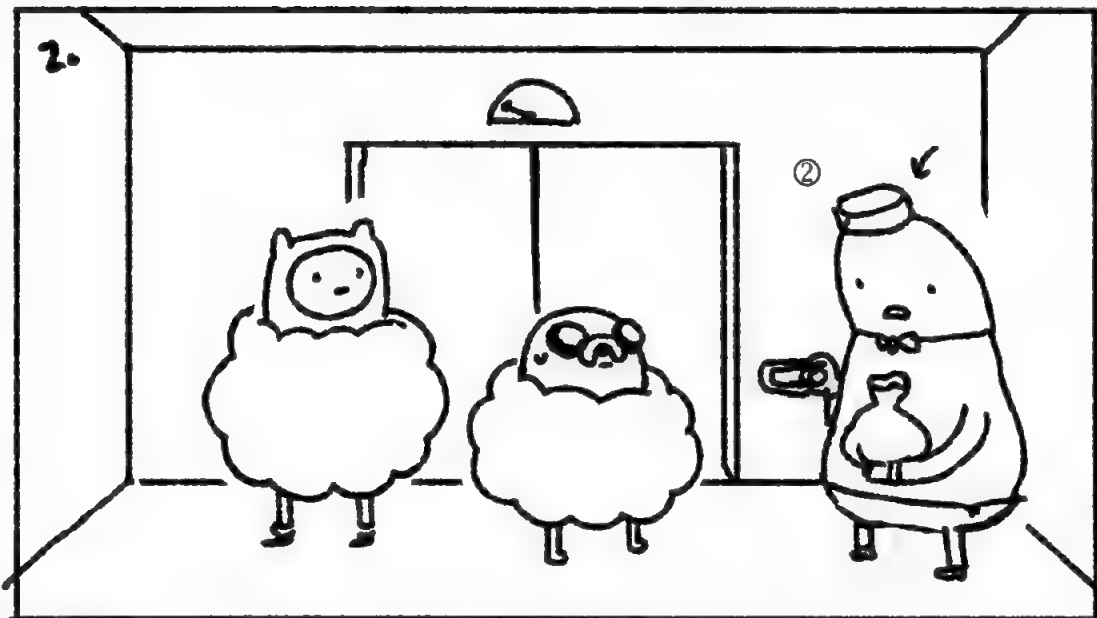
Bg.

day night

Sc. 155 CONT Pnl. B

Bg.

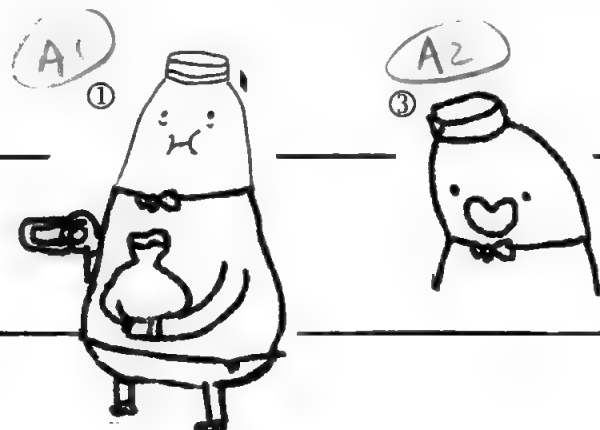
day night



Dialog:

Action:

Timing:



ELEVATOR DUDE SHAKES HEAD YES
STARTS ELEVATOR GOING UP.



JAN 14 2014

Production :

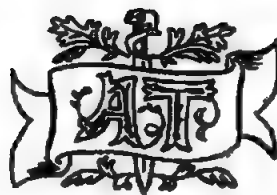
EPISODE # 1025 - 171

1025/171

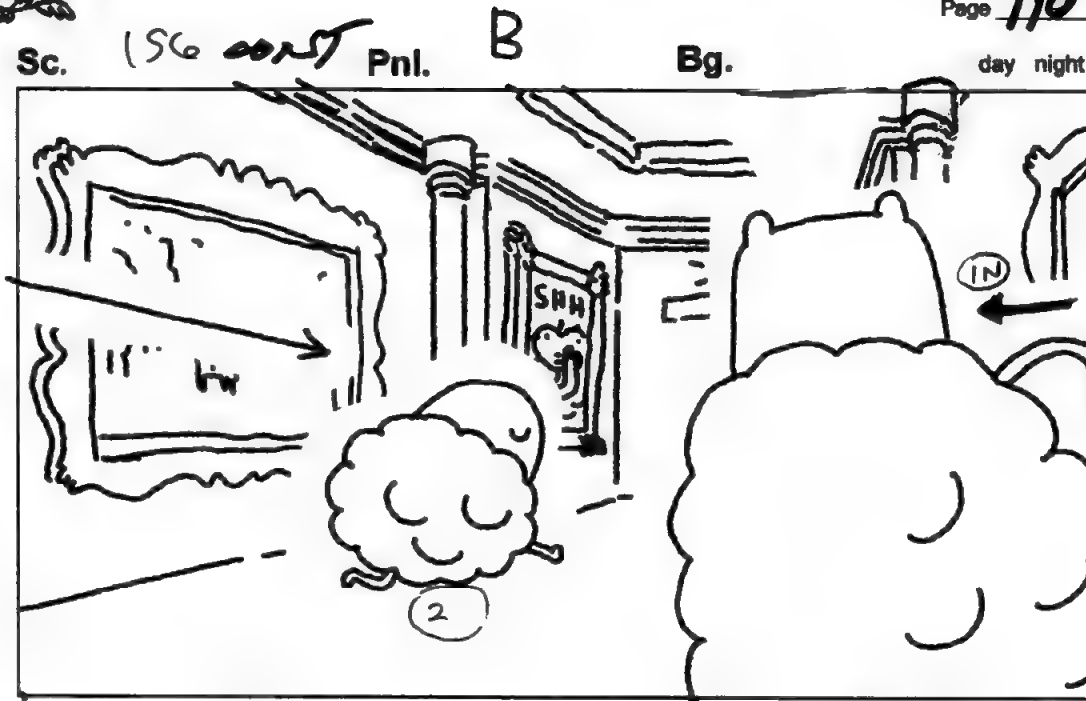
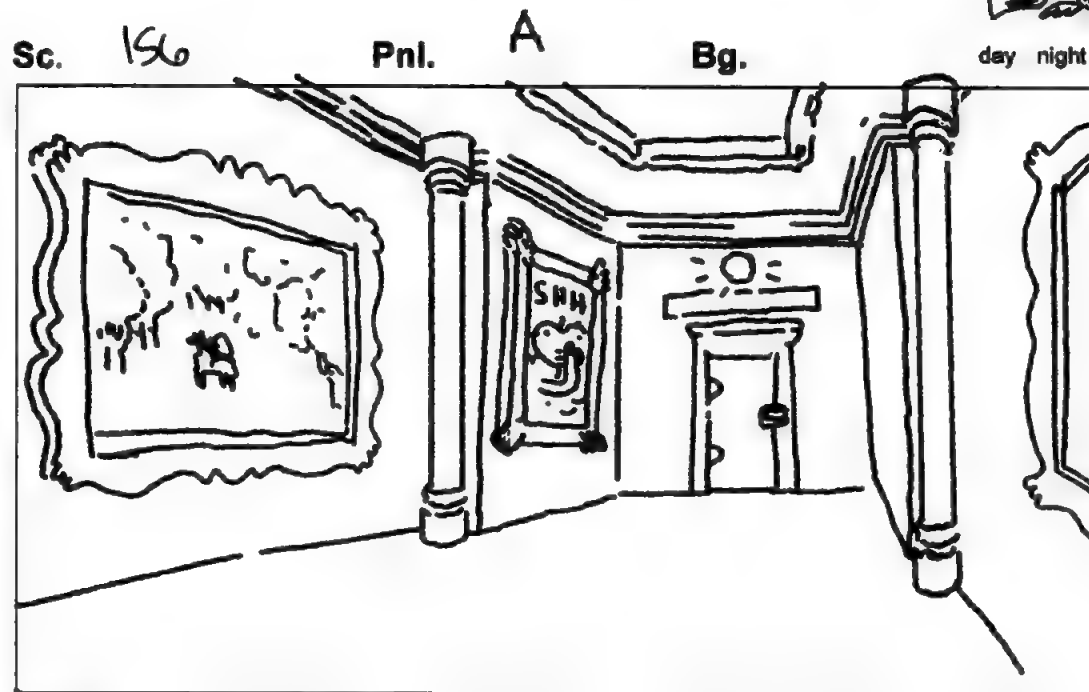
1025/171

1025/171

ADVENTURE TIME



Page **178**



Dialog:

SFX: ♪ M-M-M- MONEEY ♪ —————

Action: **PAUCE** Gets more opulent the deeper they get in. Door is like a door to

Timing: **A KITCHEN WALK IN FREEZER.**

JAN 14 2014



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EPISODE #

1025/171

Production :

10

71

1025/171

1025/171

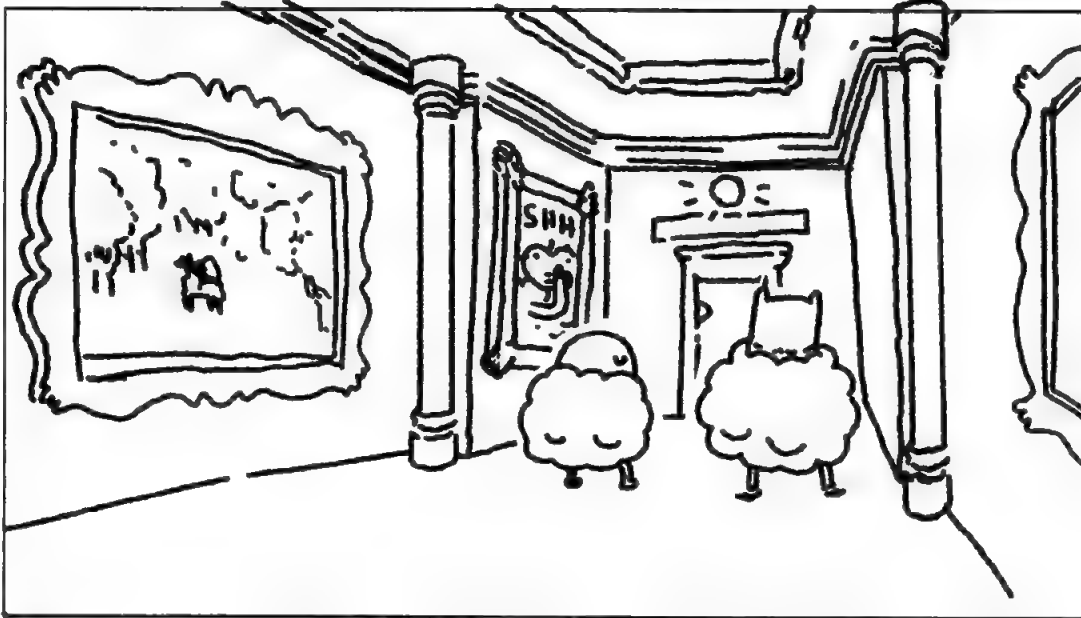
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ADVENTURE TIME

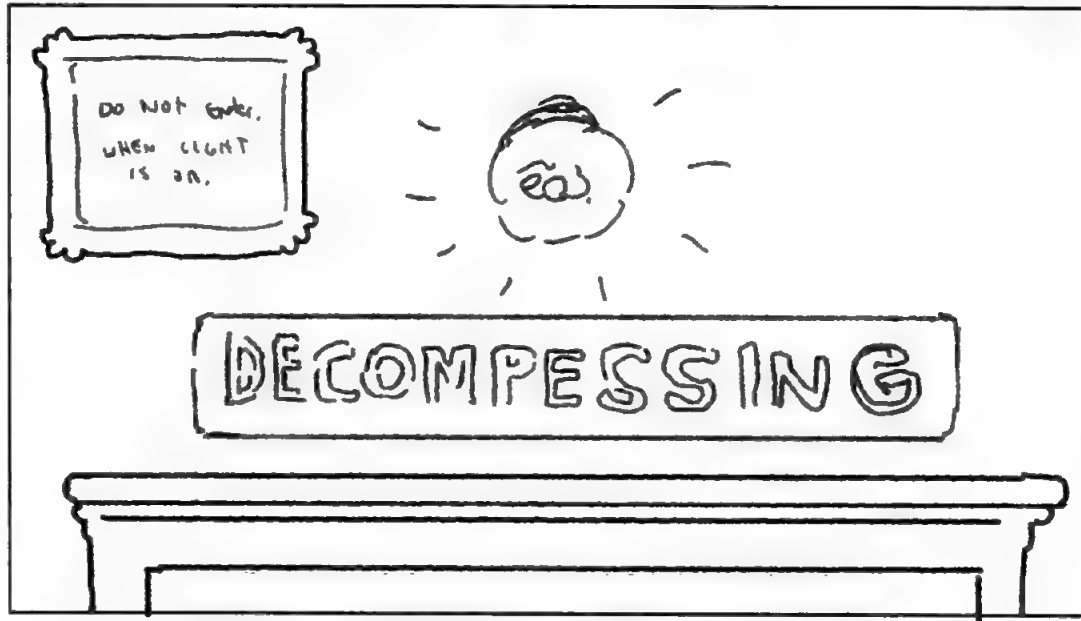


Page 179 *cut*

Sc. *156 cont* Pnl. *C* Bg. day night



Sc. *157* Pnl. *A* Bg. day night



Dialog:

Action:

- F+J STOP IN FRONT OF DOOR.

- RED LIGHT IS ON.

Timing:

JAN 14 2014

1025 - 171

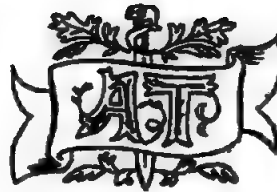
EPISODE #

1025/171

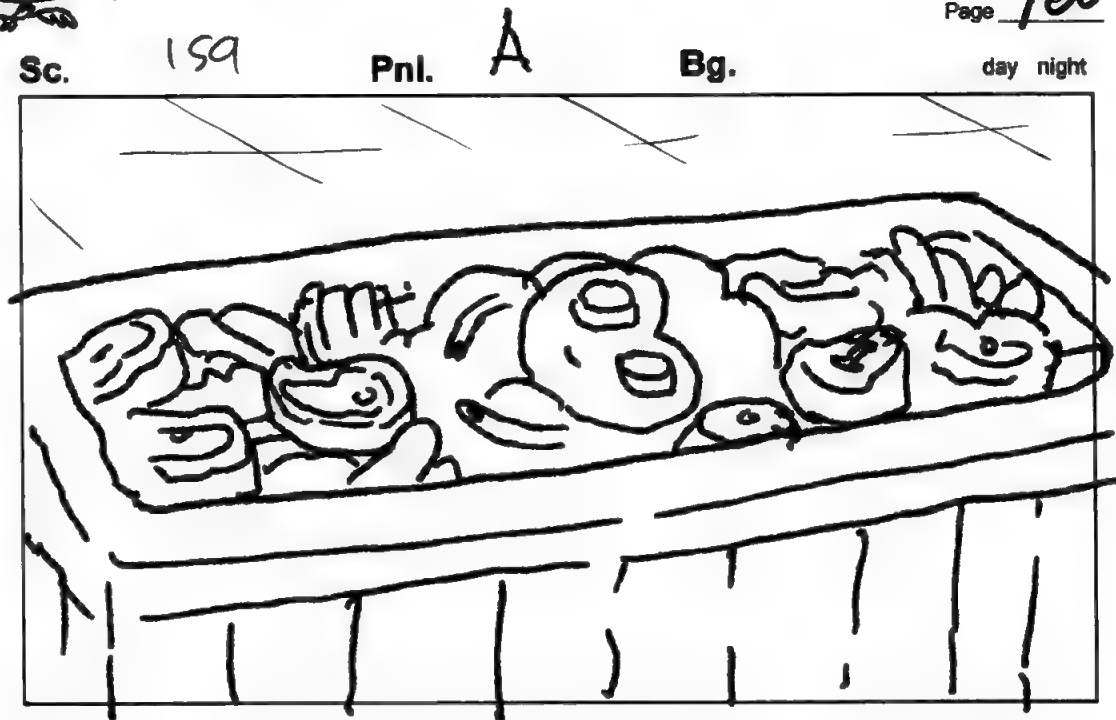
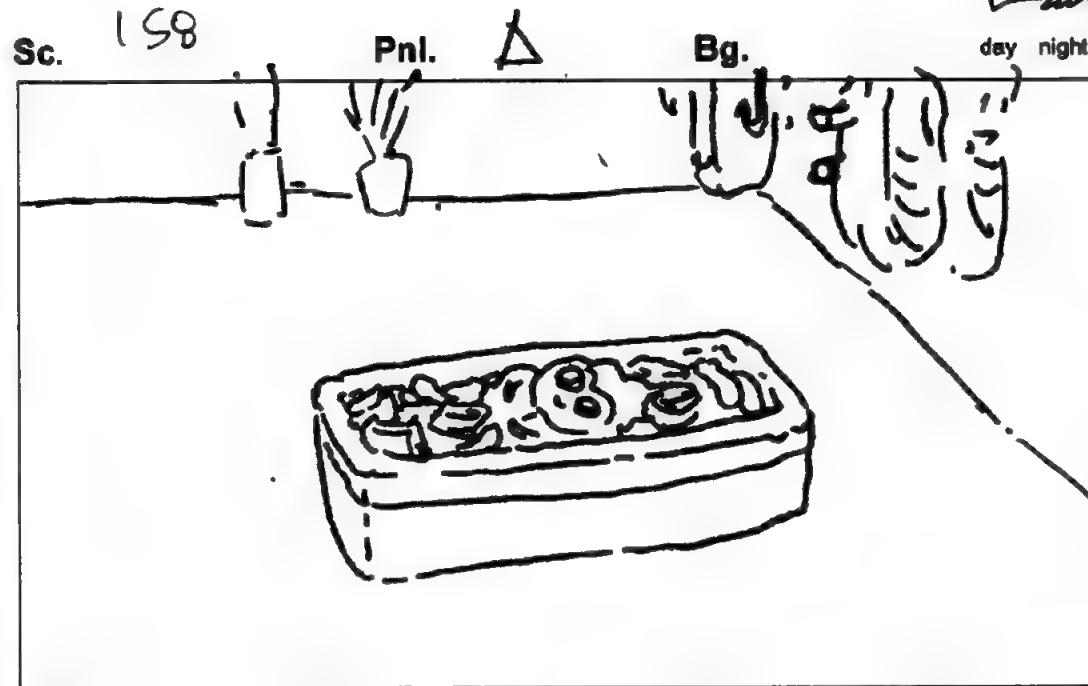
Production :

1025/171

ADVENTURE TIME



Page 180



Dialog:	
SFX: * MMM-MONEEY *	
Action:	WILD BERRY PRINCESS IS RELAXING IN A VAT OF MEAT. SHE HAS LITTLE FILLETS ON HER EYES.
Timing:	CLASSICAL VERSION OF THE MONEY SONG IS PLAYING. ROOM IS LIKE FANCY MEAT LOCKER WITH SLABS OF MEAT PLAYING.

Jump cut.

JAN 14 2014

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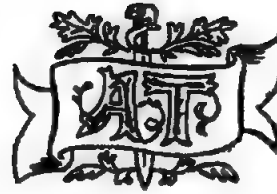
EPISODE #

1025/171

Production :

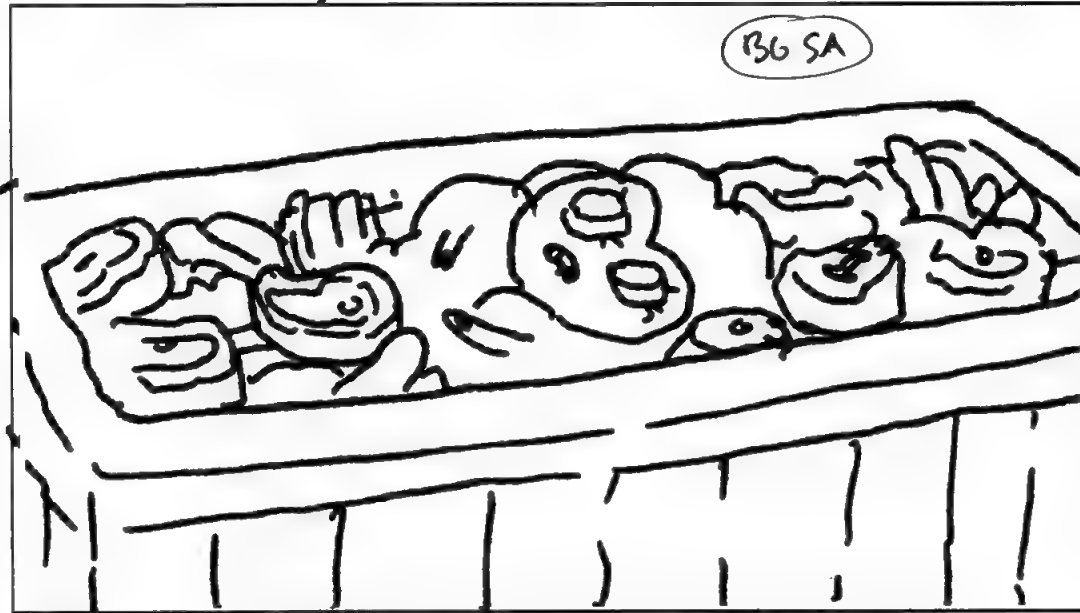
1025/171

ADVENTURE TIME

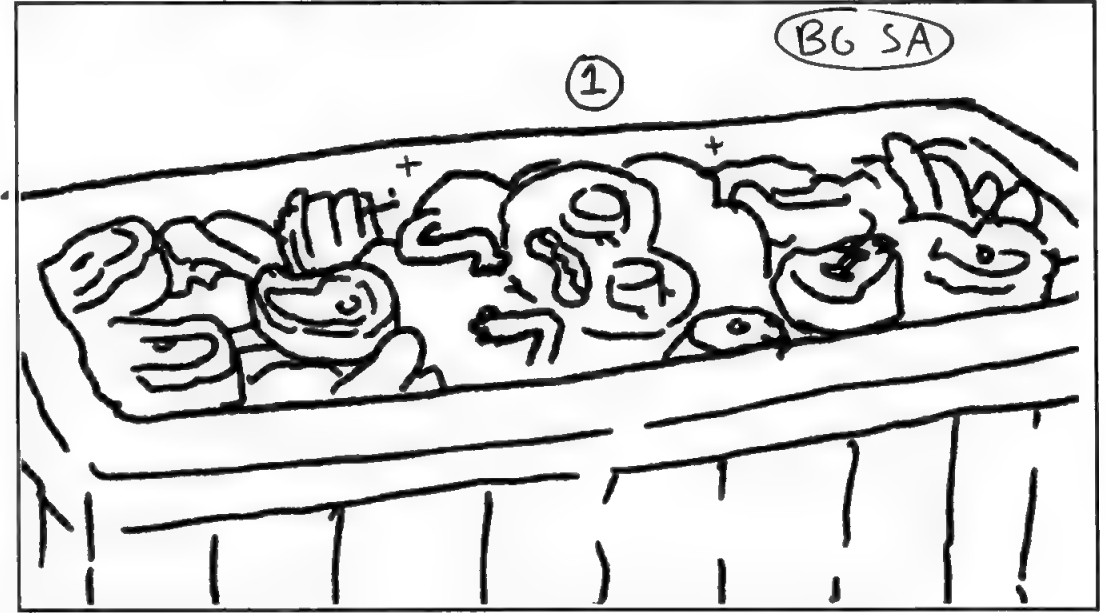


Page 181

Sc. 159 *cont* Pnl. B Bg. day night



Sc. 159 *cont* Pnl. C Bg. day night



Dialog:

(o/s)
SFX / THUD...

WB: (SOFT GRUMBLE)

Action:

WB FROWNS

Timing:



JAN 14 2014

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EPISODE #

1025/171

Production :

1025/171

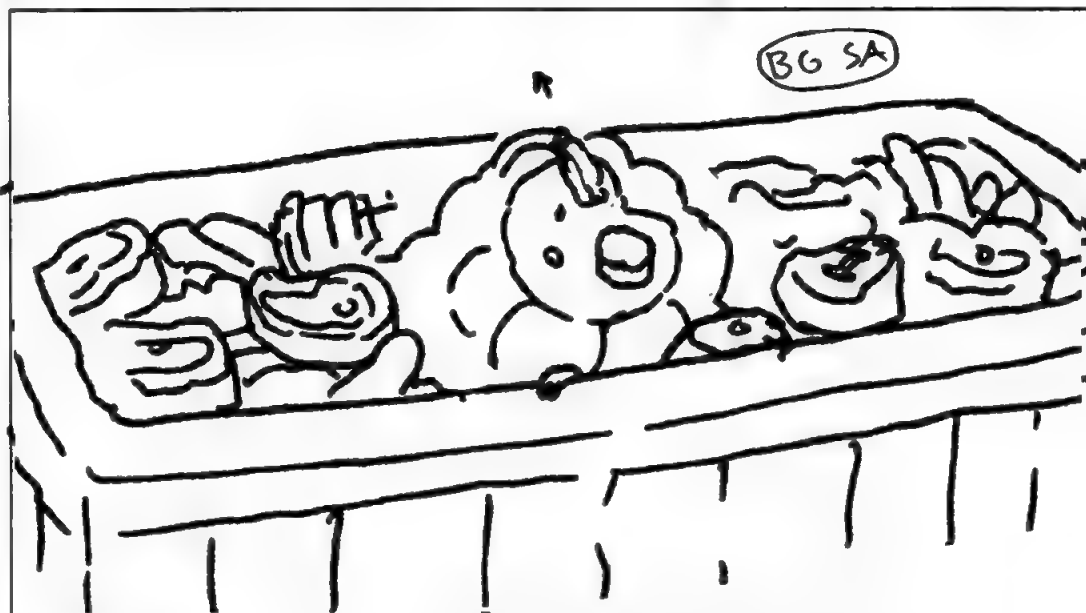
ADVENTURE TIME



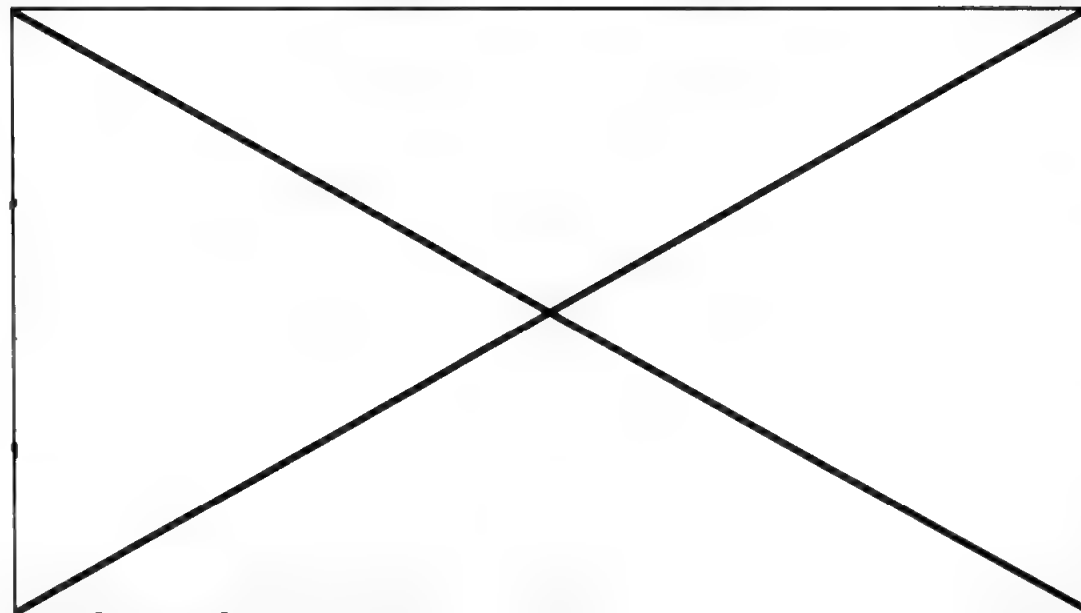
Cont

Page 182

Sc. 159 cont Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SFX/THUD THUD THUD!
WO / Grrr:

Action:

- WB LOOKS UP AND LIFTS FILLET OFF EYE.

JAN 14 2014

Timing:

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EPISODE #

1025/171

Production :

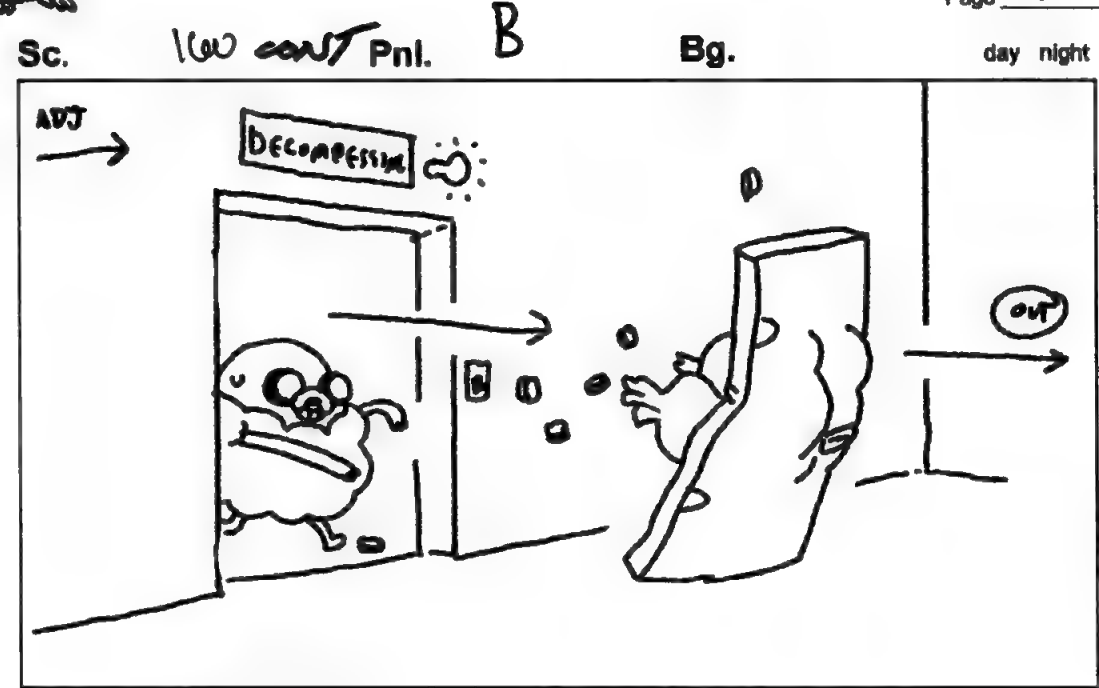
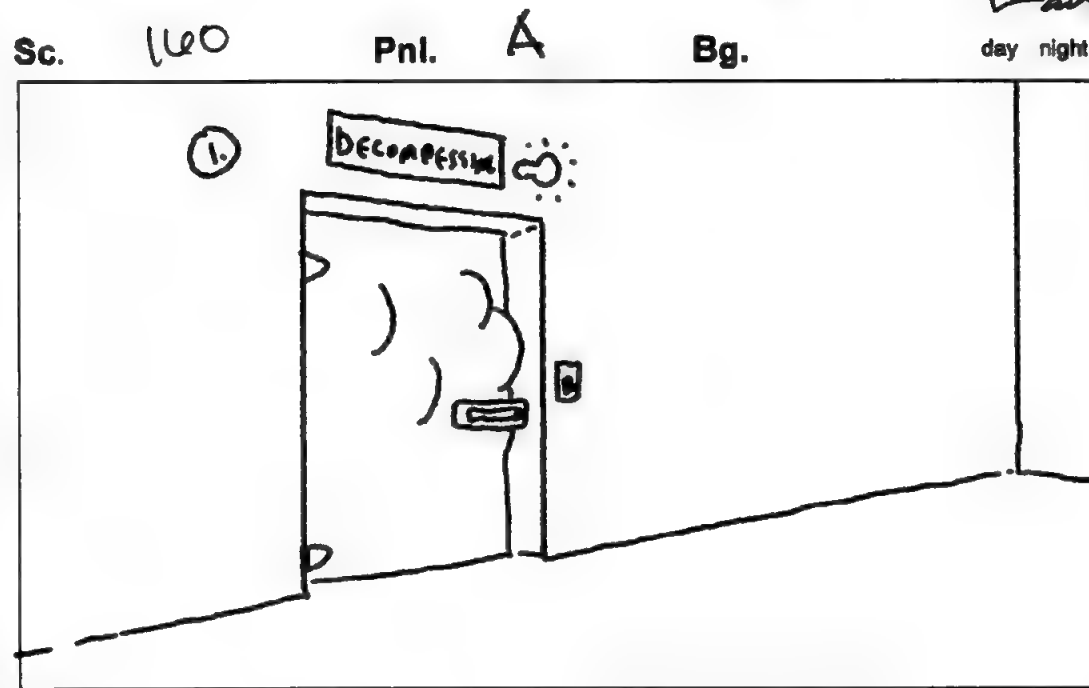
1025/171

ad

ADVENTURE TIME



Page 183



Dialog:

SFX/ THUD! THUD!

Action: Door BULGES out with EVERY HIT.

Timing:



SFX/ THUD!

- J THROWS MONEY BAGS AT DOOR.

JAN 14 2014

1025 - 171

EPISODE #

1025/171

Production :

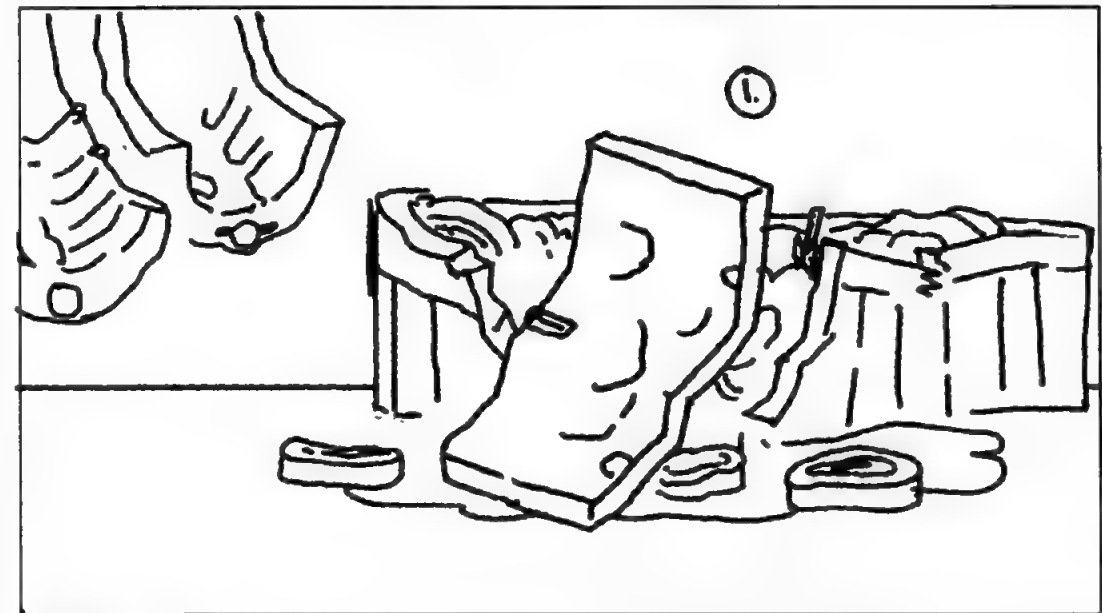
1025/171

Cut

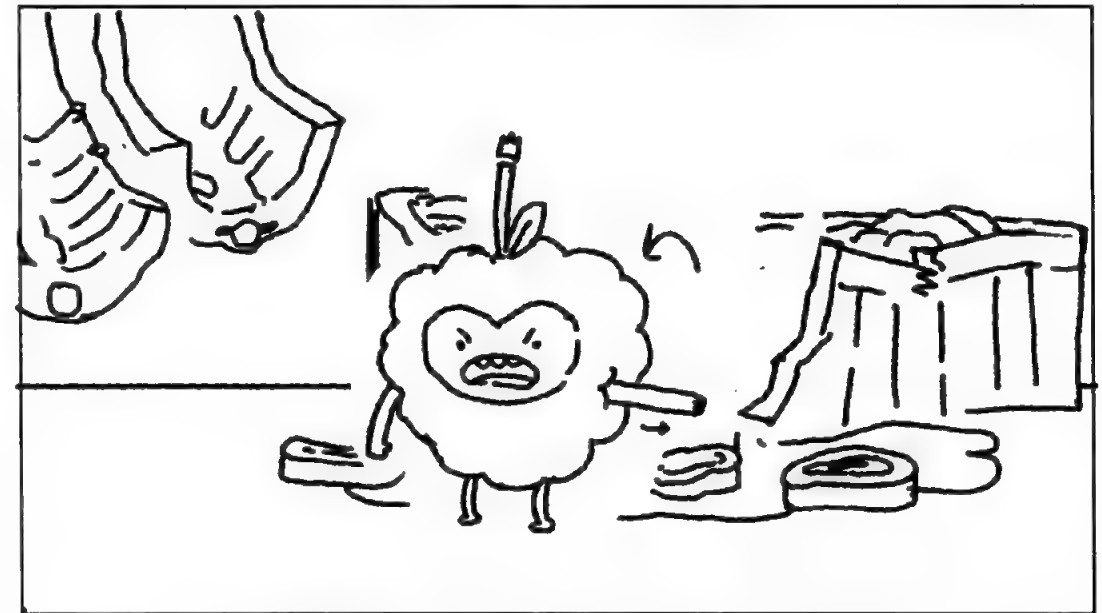
ADVENTURE TIME



Sc. 101 Pnl. A Bg. day night



Sc. 101 cont Pnl. B Bg. day night



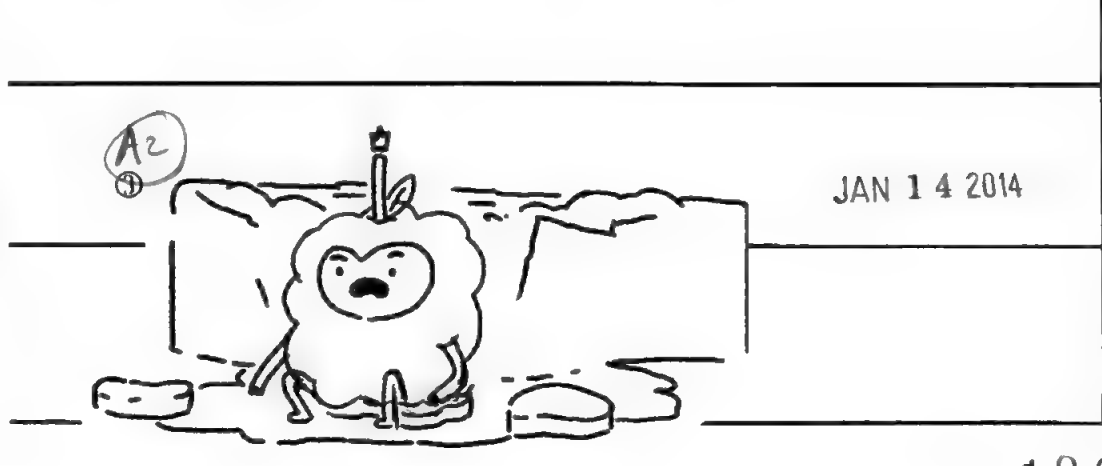
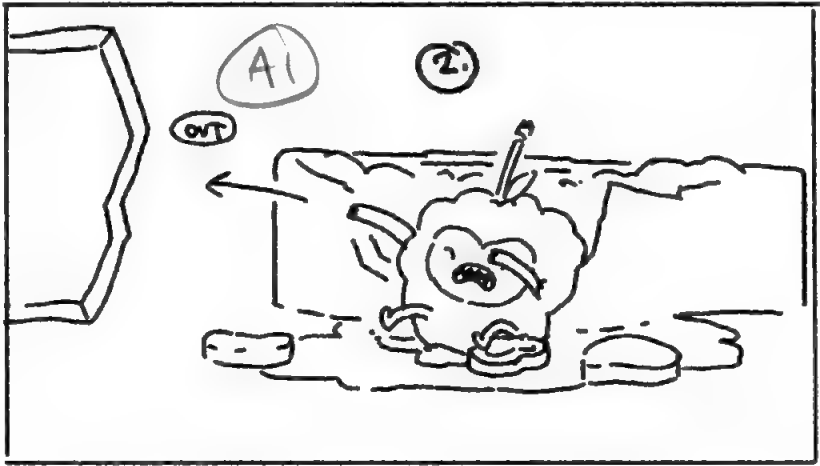
Dialog: WBP/ FINN & JAKE..?

Action:

Timing:

WBP/ YOU'RE INTERRUPTING MY MEAT BATH!

JAN 14 2014



Cut

1025 - 171

EPISODE #

1025/171

Production :

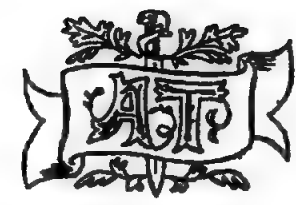
1025/171

1025/171

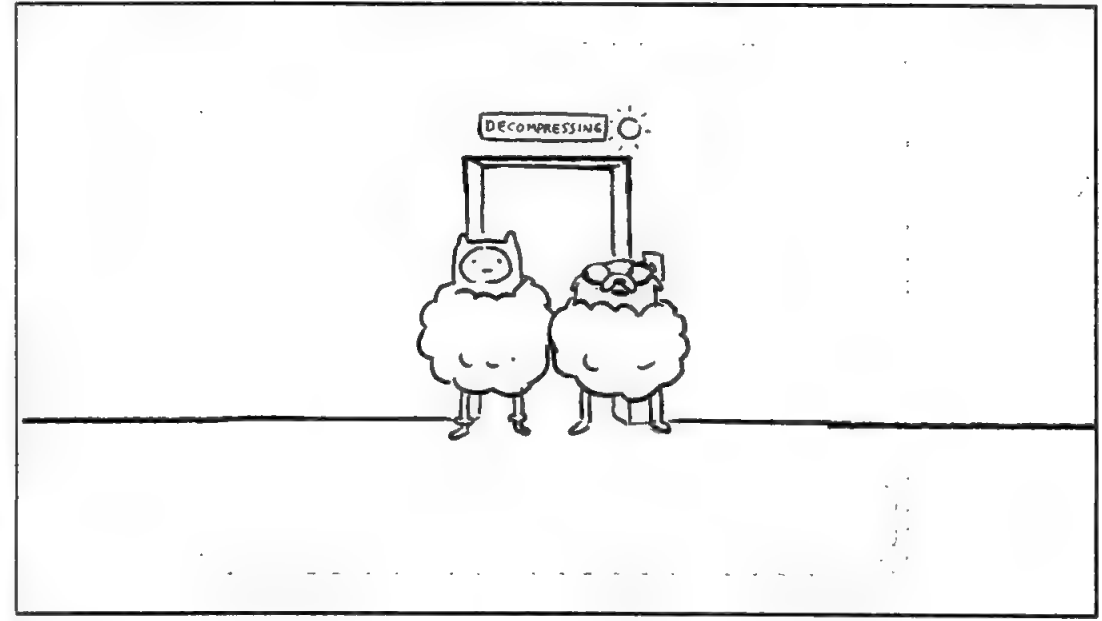
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Cut

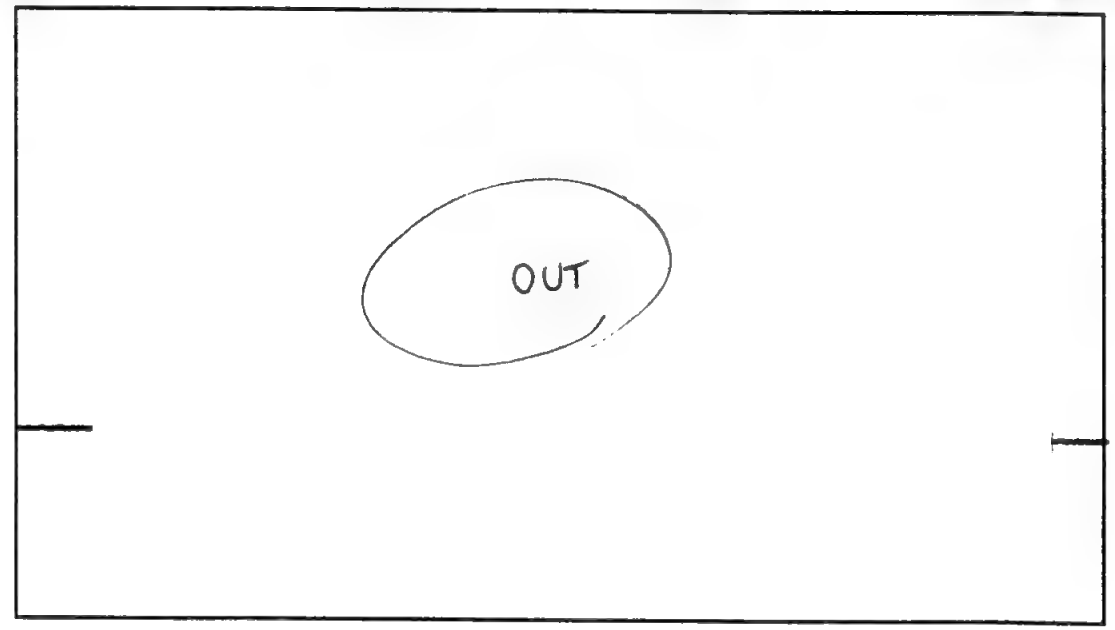
ADVENTURE TIME



Sc. 162 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
<u>J/ PRINCESS...</u>	<u>121</u>
Action:	
JAN 14 2014	
Timing:	

1025/171

1025 - 171

EPISODE #

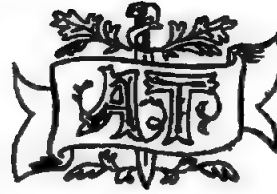
1025/171

Production :

1025/171

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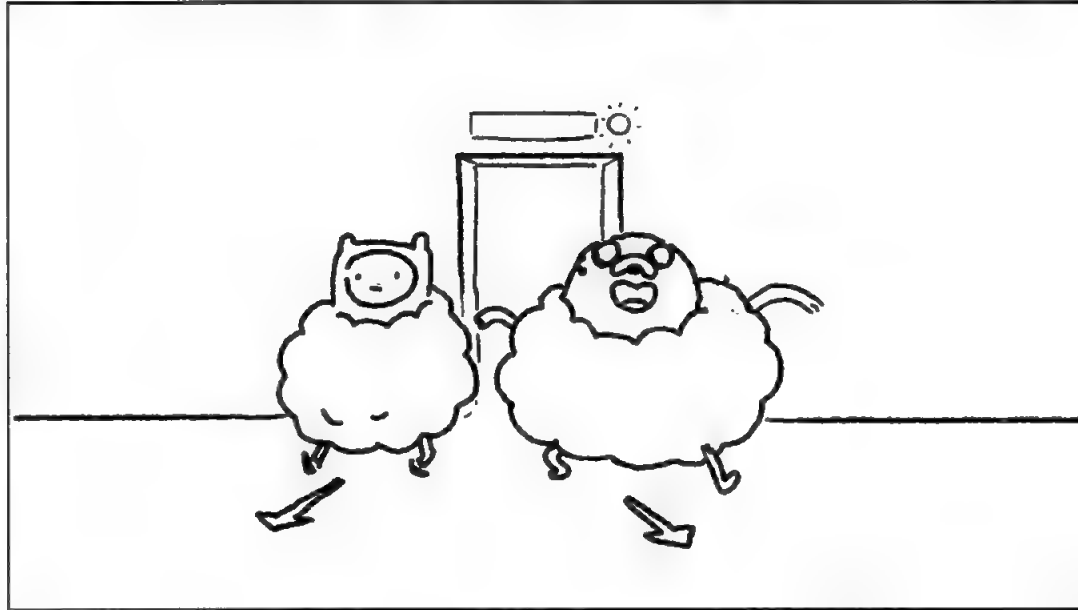
ADVENTURE TIME



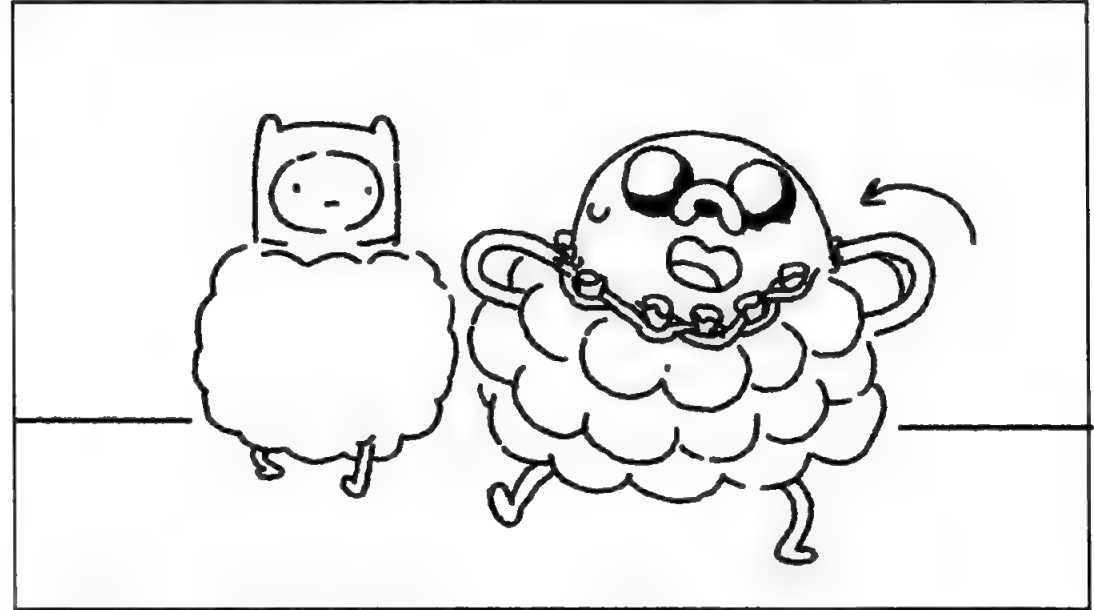
Page 185A
186 NEXT
day night

Sc. 162 CONT Pnl. B Bg.

day night



Sc. 162 CONT Pnl. C Bg.



Dialog:

J : YOU READY --

J/. TO EARN ALL THIS ...

Action:

Jake Reaches up and Grabs the Rope holding the Bags up.

JAN 14 2014

Timing:

1025 - 171

EPISODE #

Production :

1025/171

1025/171

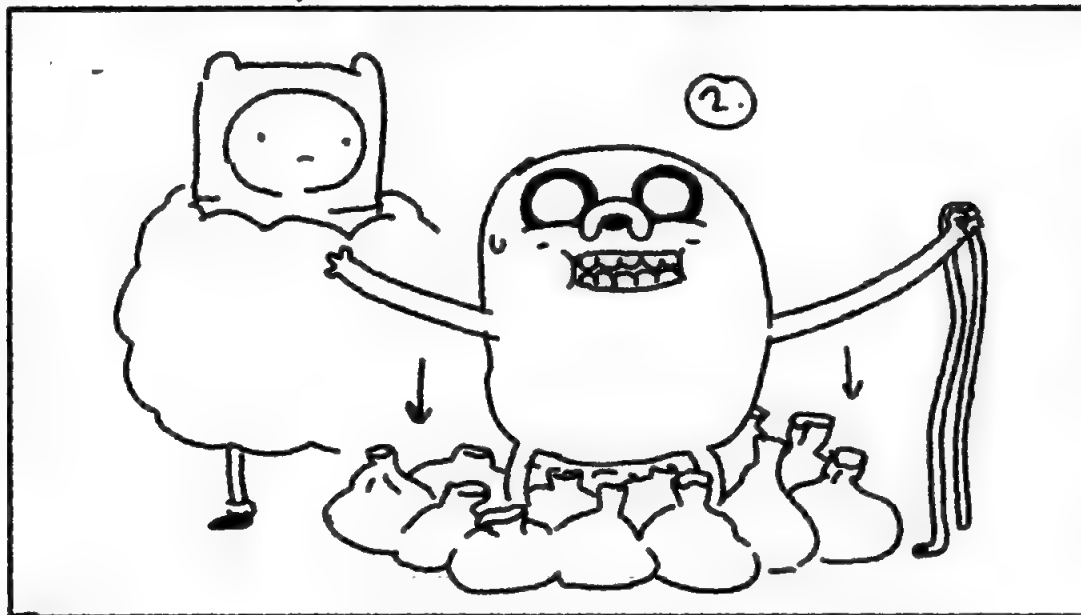
1025/171

ADVENTURE TIME

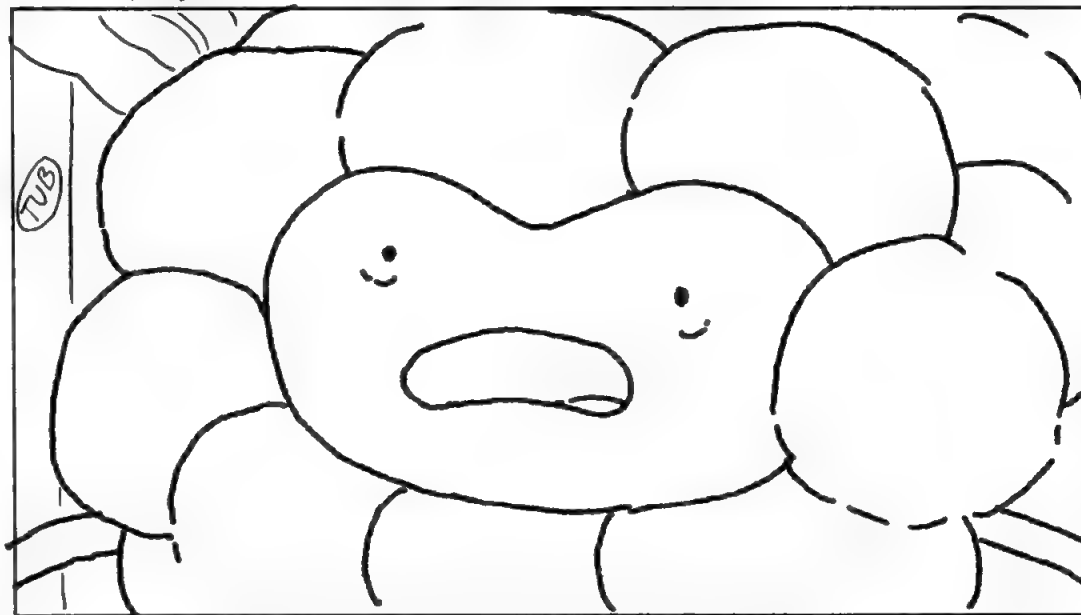


Page 186

Sc. 162 cont Pnl. D Bg. day night



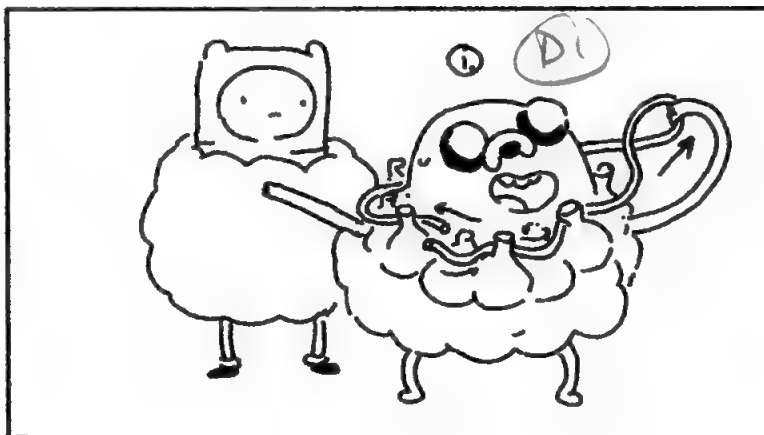
Sc. 163 Pnl. A Bg. day night



Dialog: J/ ... C Y Y Y A S H.

Action: Jake wants money, money falls to the ground.

Timing:



WBP/ (FIASHER GASTED) WHA ?

JAN 14 2014

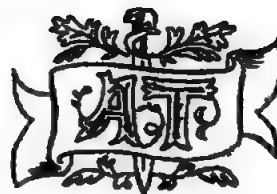
Production :

EPISODE # 1025 - 171

1025/171

1025/171

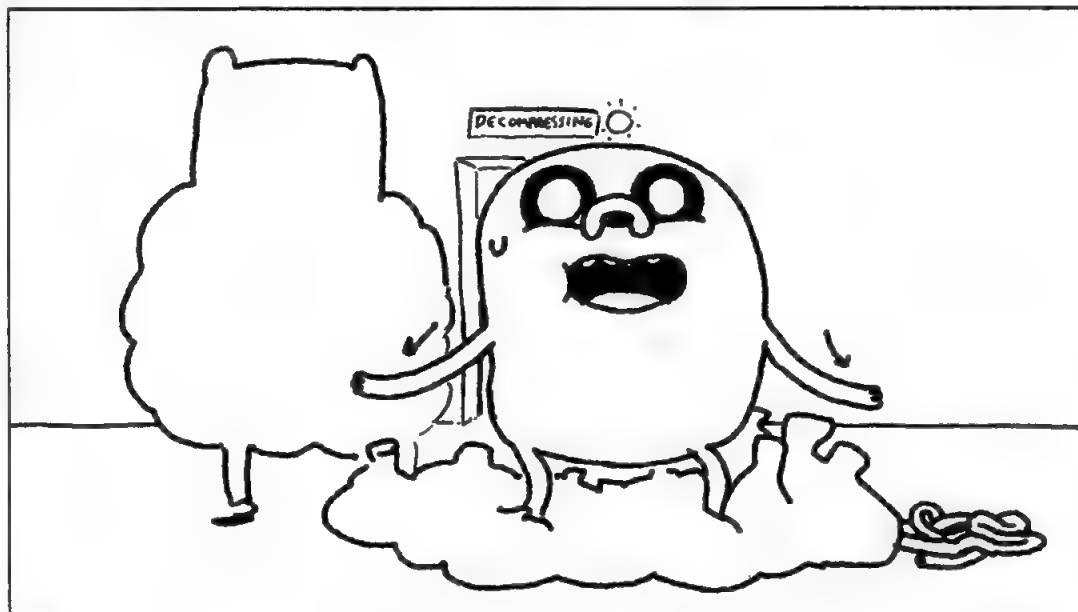
ADVENTURE TIME



HW
Cwik

Page 187

Sc. 144 Pnl. A Bg. day night



Sc. 145 Pnl. A Bg. day night



Dialog:

J/ ALL OF THIS SWEET SWEET CRUNKLE
IS YOURS...

Action:

SP

(A)

Timing:



J/ IF...

JAN 14 2014

1025 - 171

EPISODE #

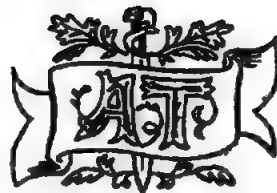
1025/171

Production :

1025/171

1025/171

ADVENTURE TIME



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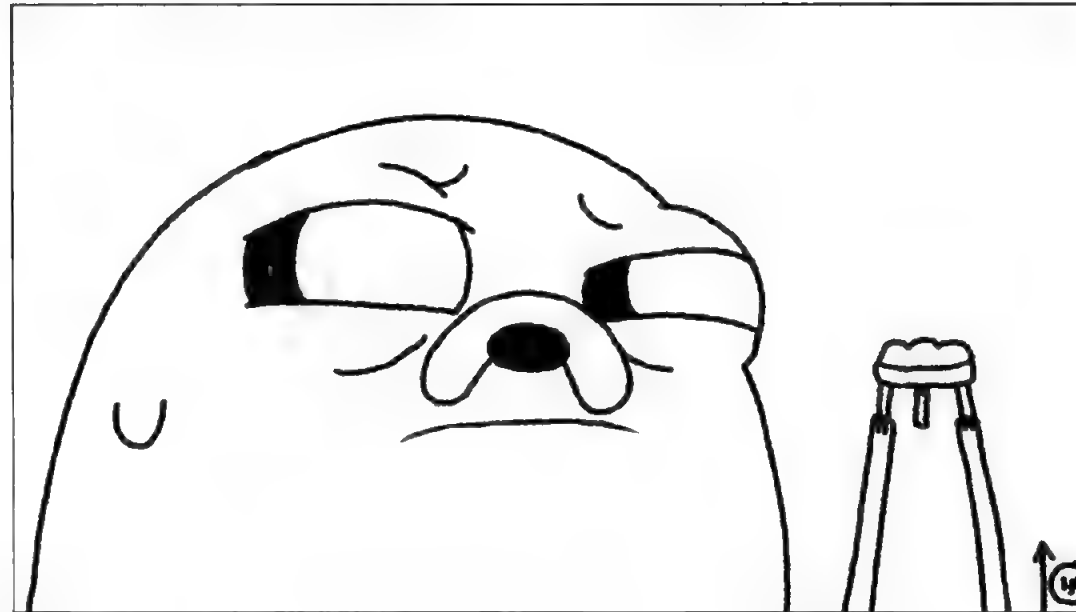
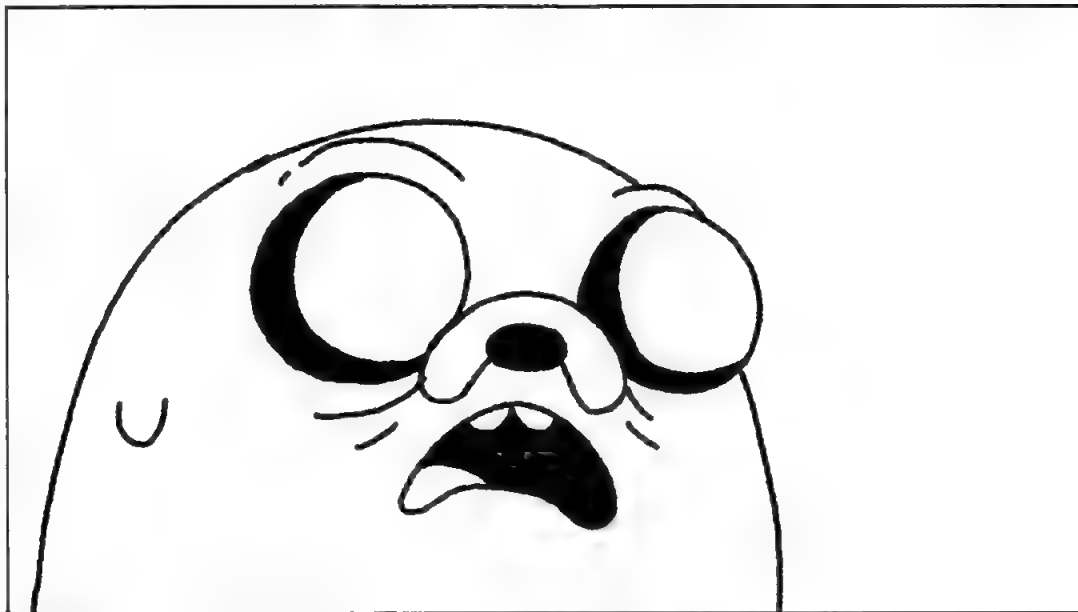
Art

Sc. 165 cont Pnl. B Bg.

day night

Sc. 165 cont Pnl. C Bg.

day night



Dialog:

J/ ... YOU LET ME ...

J/... SIT ON YOUR HEAD.

Action:

- J. HOLDS UP TINY STOOL. JAN 14 2014

Timing:



1025 - 171

EPISODE #

1025 / 171

Production :

1025 / 171

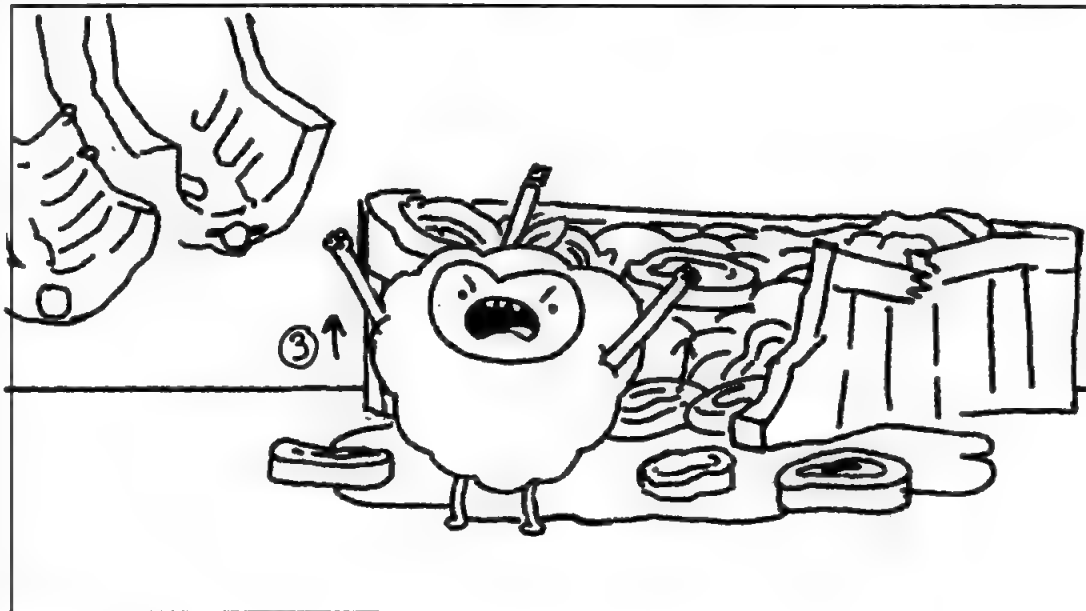
1025 / 171

ADVENTURE TIME

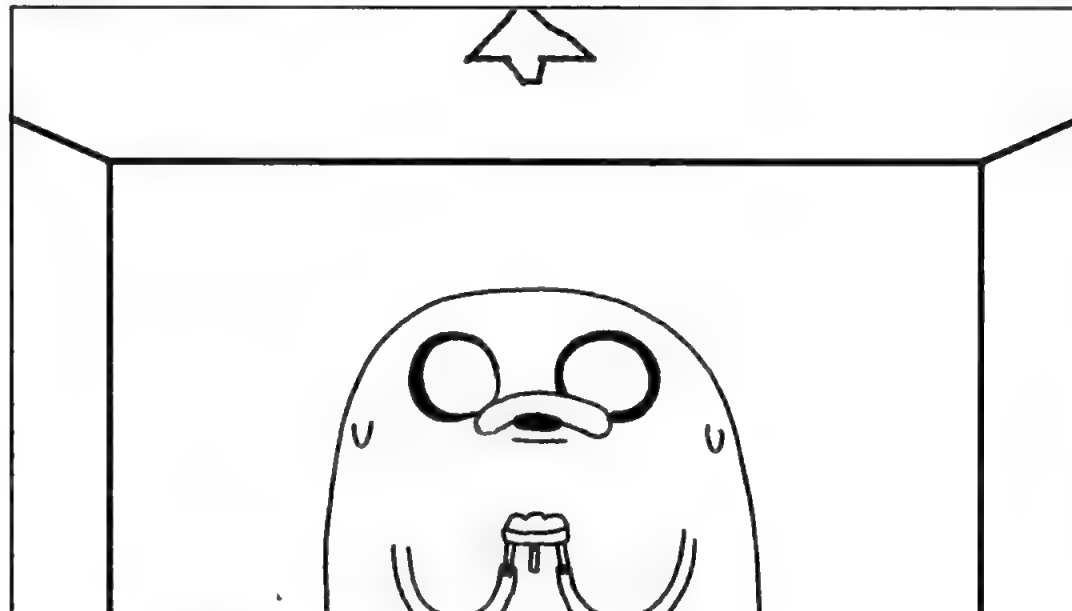


Page 189
189A NEXT
 day night

Sc. 166 Pnl. A Bg. day night



Sc. 167 Pnl. A Bg. day night



Dialog:

WBP/ GET OUTTA HERE!!!

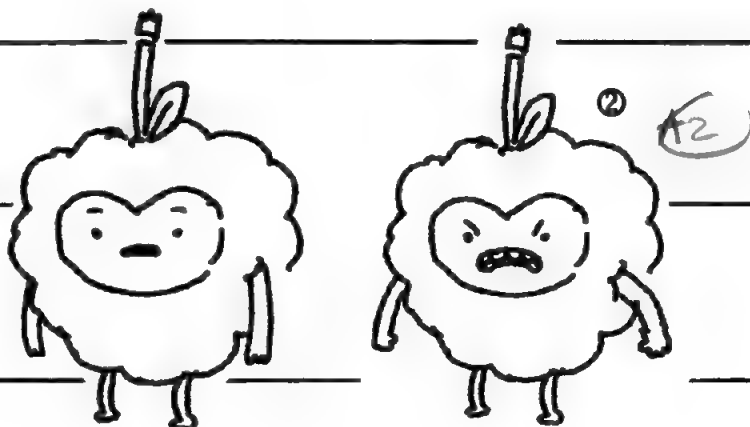
Jake: Psssh.... No one can say no to -

Action:

Jake slowly walks towards the camera

Timing:

SP
 AL



JAN 14 2014

1025 - 171

EPISODE #

1025/171

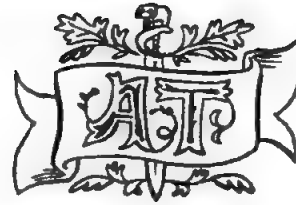
Production :

1025/171

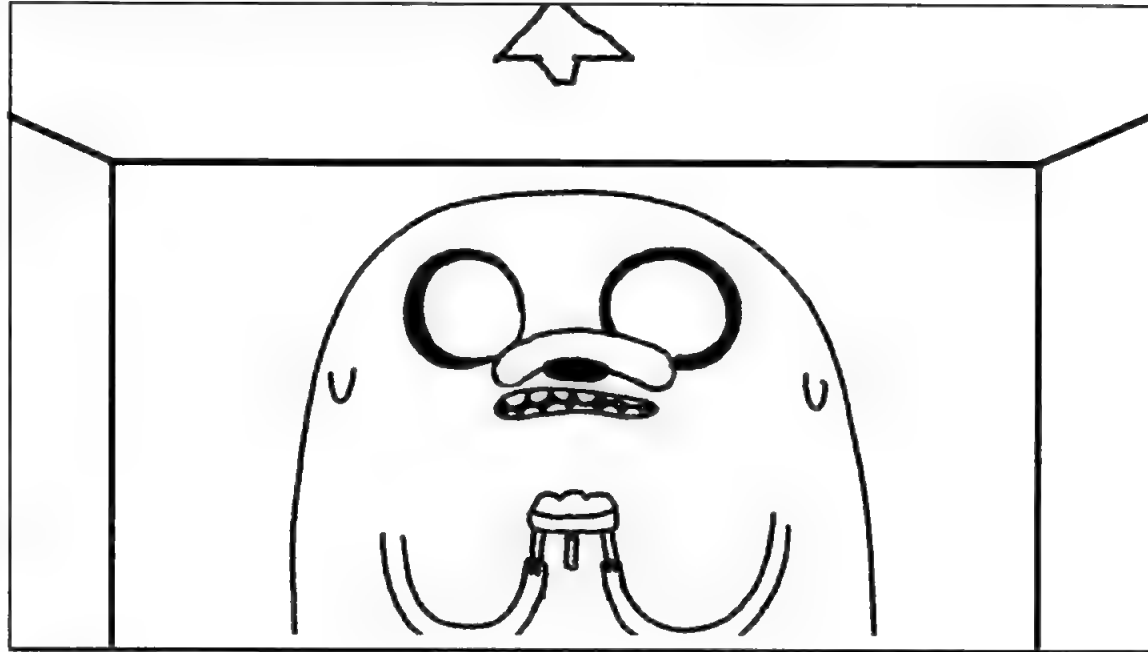
1025/171

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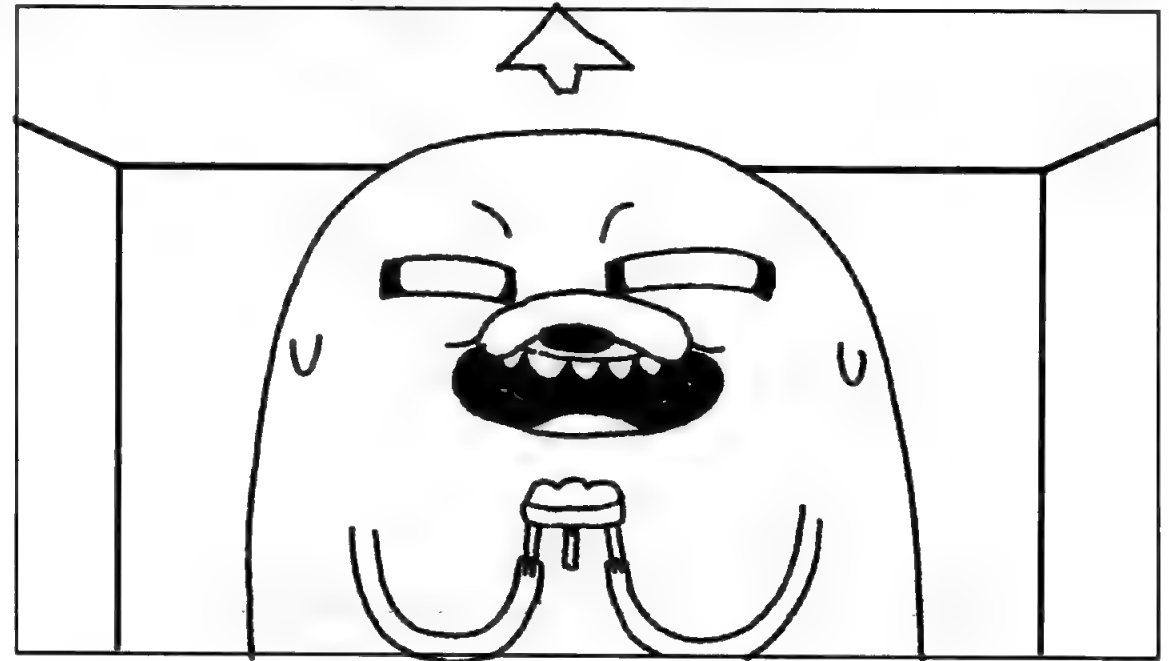
ADVENTURE TIME



Sc. 167 *cont* Pnl. B Bg. day night



Sc. 167 *cont* Pnl. C Bg. day night



Page 189A
190NEXT
day night

Dialog:

J/ - this much dinero!

Action:

JAN 14 2014

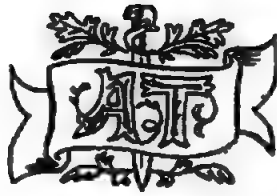
Timing:

EPISODE #
1025/171

Production:

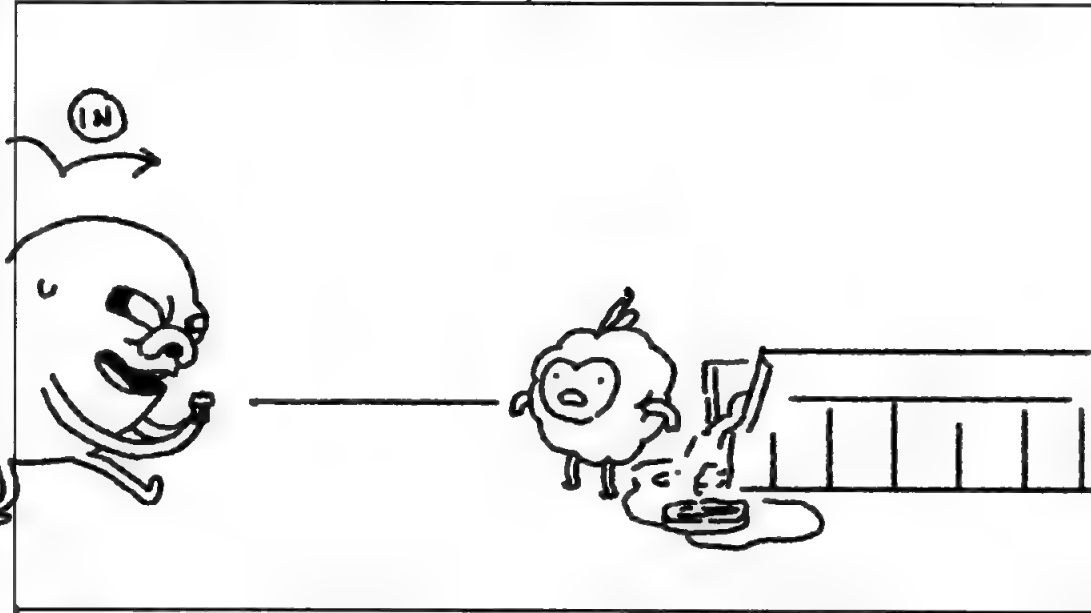
1025/171

ADVENTURE TIME

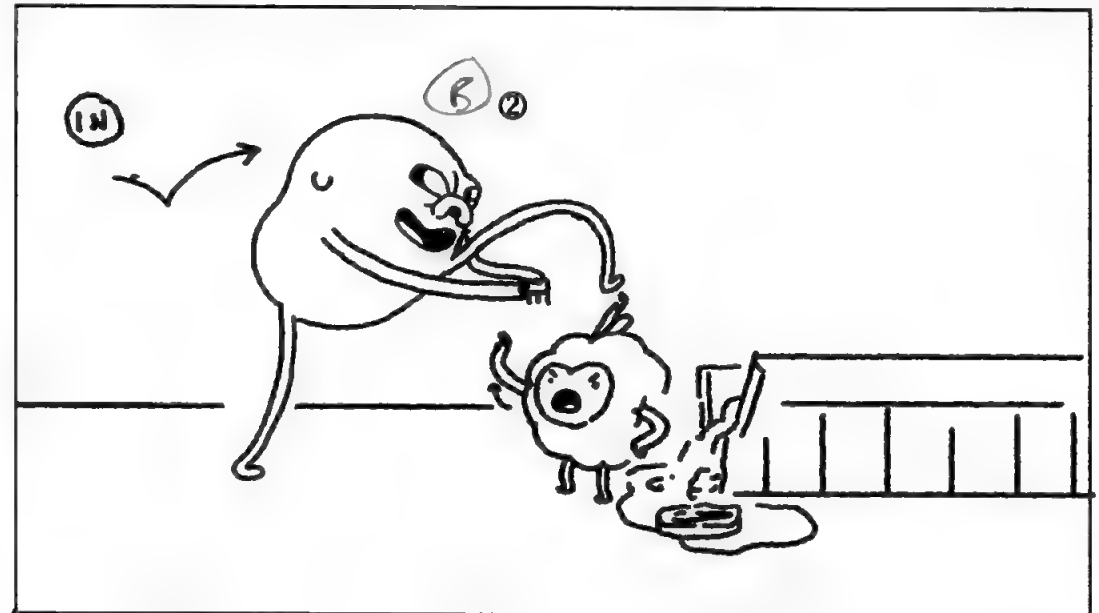


Page 190

Sc. 168 Pnl. A Bg. day night



Sc. 168 *cont* Pnl. B Bg. day night



Dialog:

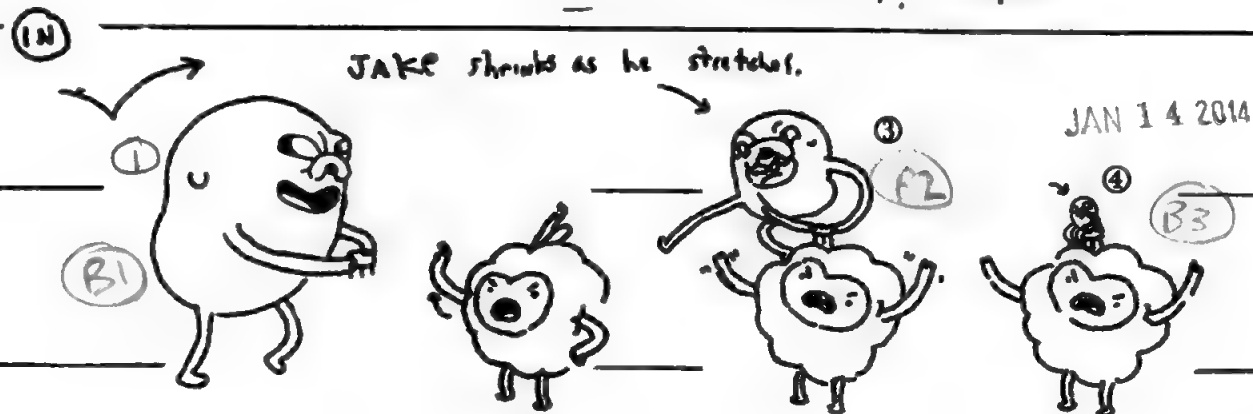
J/m-m-m-money.

WBP/ JAKE I'm WARNNG YOU.

J/m-m-m-money. *repeat*

Action: JAKE WALKS slowly toward WBP.

Timing:



1025 - 171

EPISODE #

1025/171

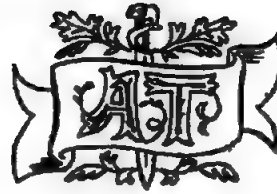
Production :

1025/171

1025/171

Ho
Gut

ADVENTURE TIME



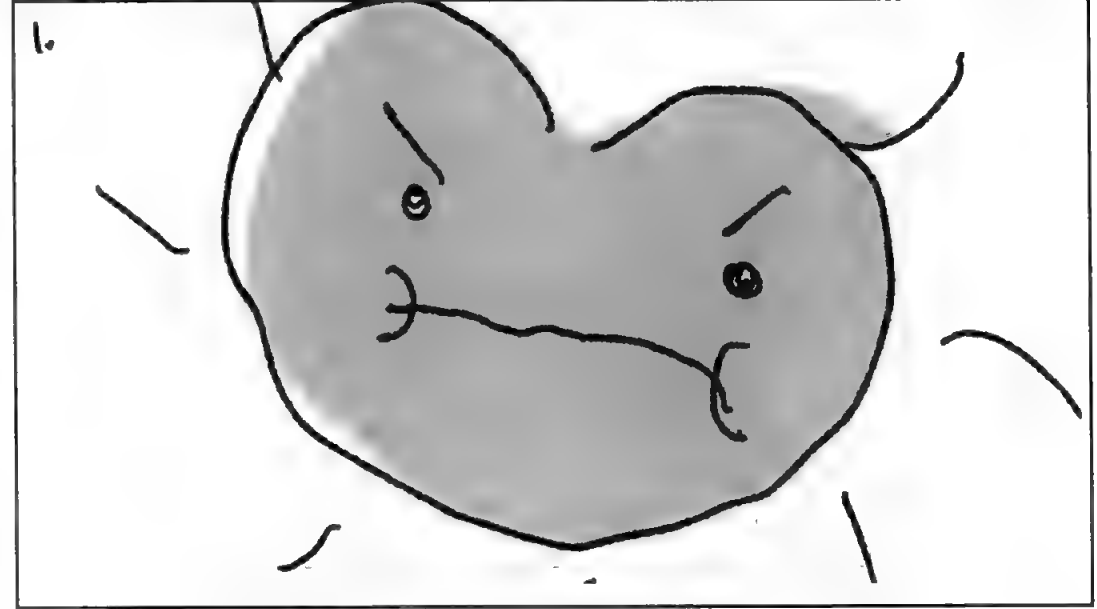
Page 191

Ho
Gut

Sc. 169 Pnl. A Bg. day night



Sc. 170 Pnl. A Bg. day night



Dialog:

J/ m-m-m-money.

WBP / GRRR

J/ m-m-m-money.
repeat in background

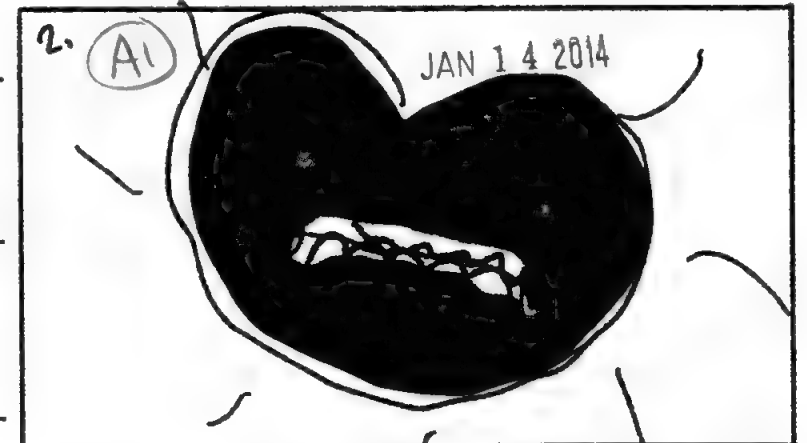
Action:

JAKE slowly lowers himself down onto the stool.

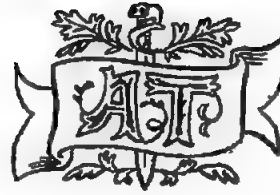
Timing:



AFTER FACE
COLOR CHANGES
FROM PINK TO
BRIGHT RED



ADVENTURE TIME



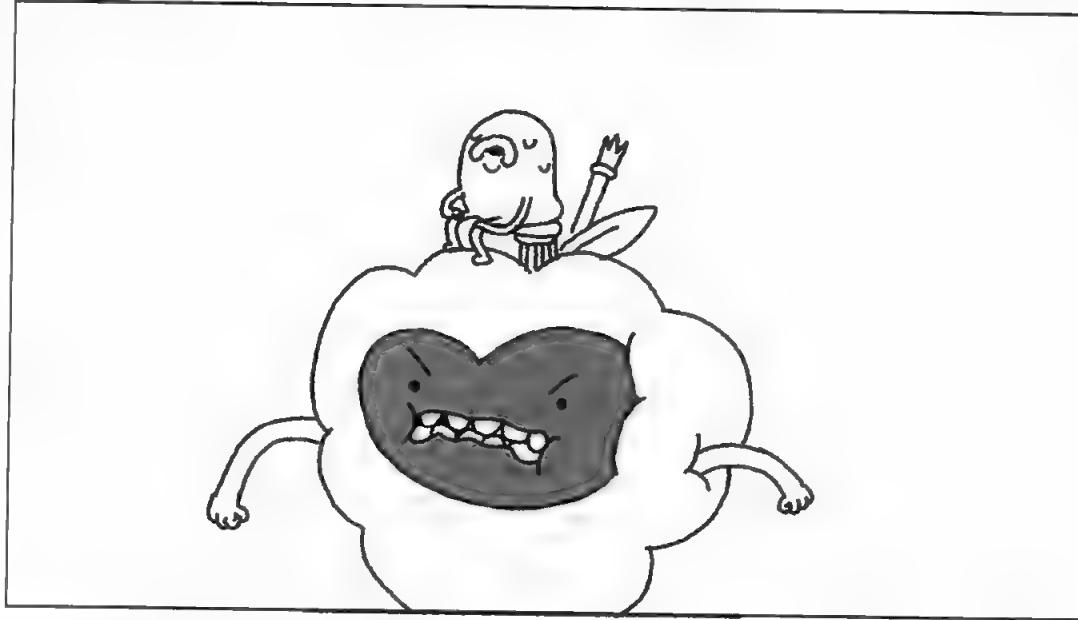
Page 142

Sc. 171

Pnl. A

Bg.

day night

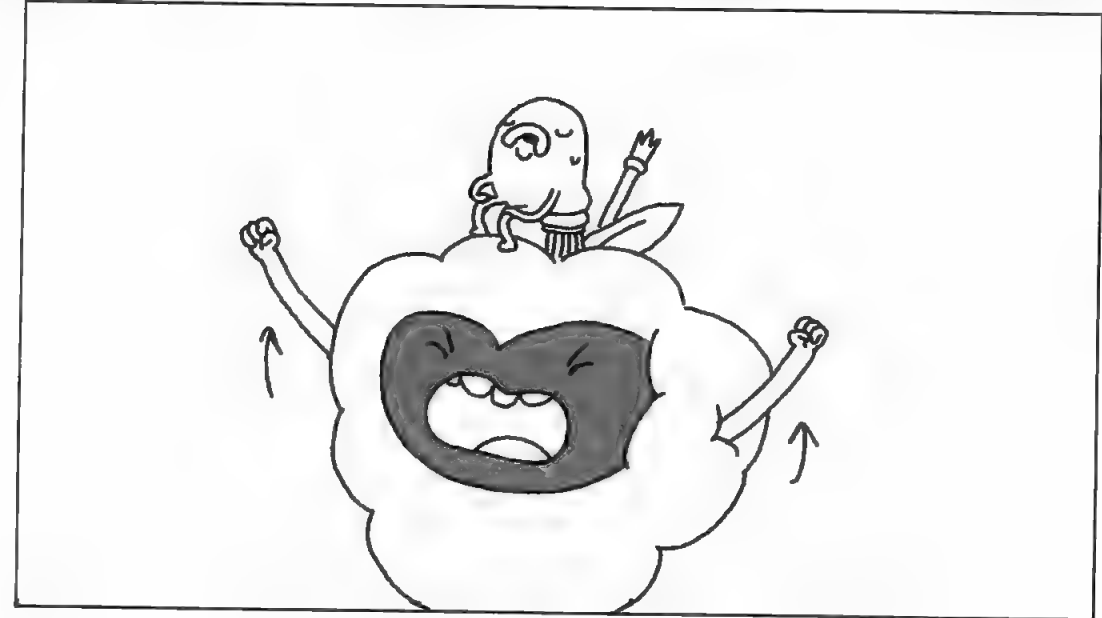


Sc. 171

Pnl. B

Bg.

day night



Dialog:

WBP/ GUARDS! GUARDS!

Action:

Timing:

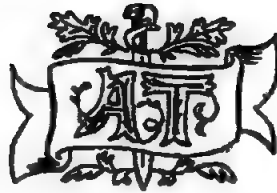
1025 - 171

EPISODE #

Production :

Cut

ADVENTURE TIME



Page 193
193A NEXT
day night

Sc. 172

Pnl.

A

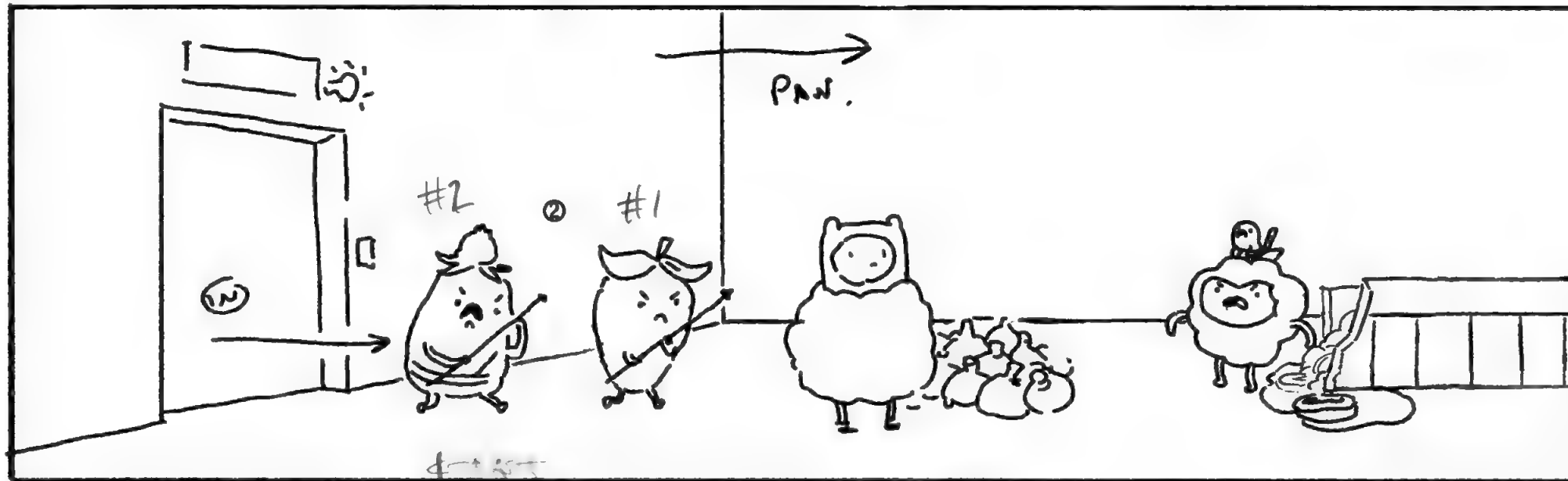
Bg.

day night

Sc.

Pnl.

Bg.



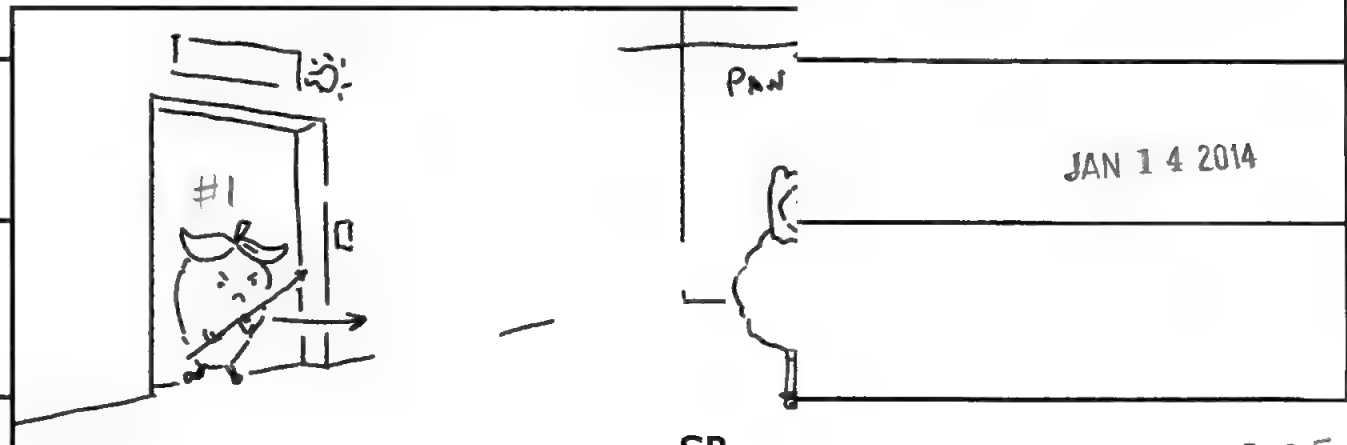
Dialog:

WBP: SEIZE FINN & JAKE...

Action:

- GUARDS RUN IN.
- PAN W/ GUARDS

Timing:



1025 - 171

EPISODE #

STOP

1025/171

Production :

1025/171

1025/171

START

ADVENTURE TIME



Sc. 172 *CONT*

B

day night

Sc.

Pnl.

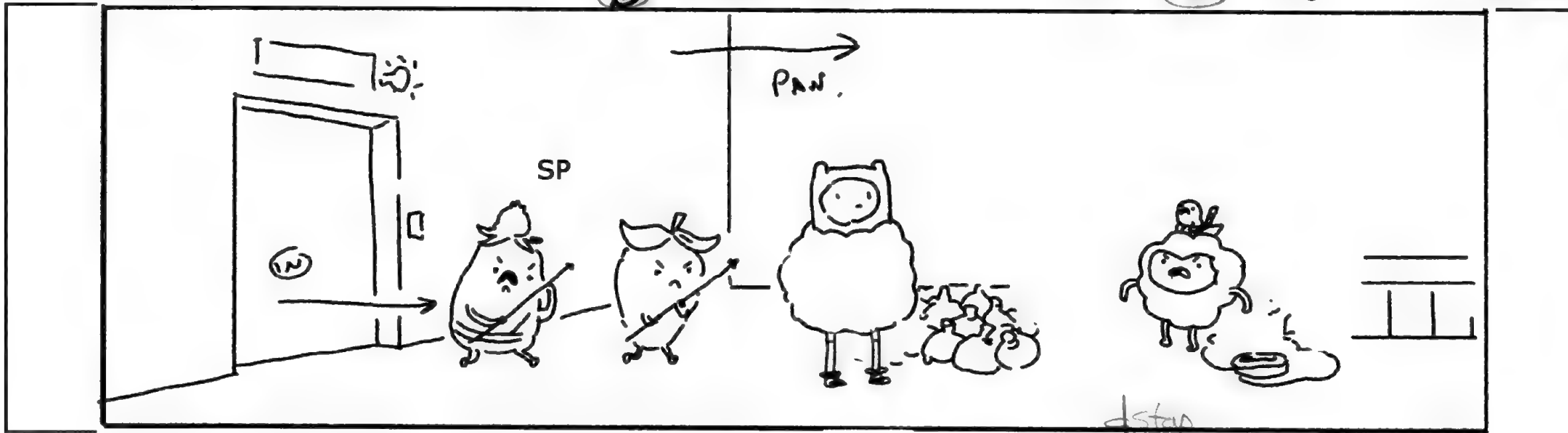
C

Bg.

Page 193A

194 NEXT
day night

Hu
cut



EPISODE #

1025/171

Dialog:	
Action:	
Timing:	

Production:

1025/171

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1025/171

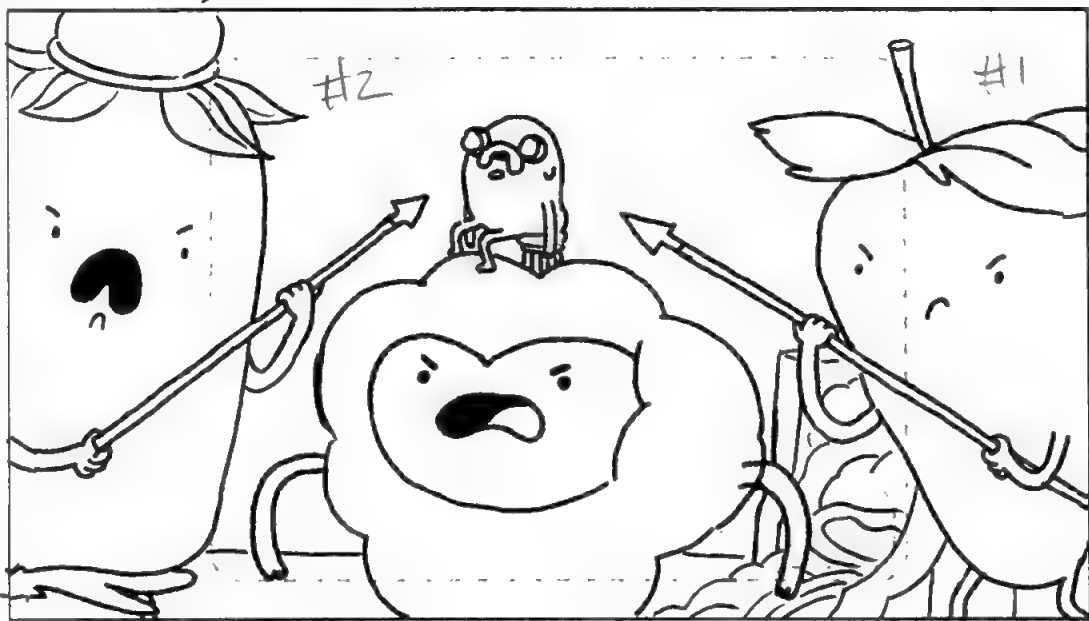
ADVENTURE TIME



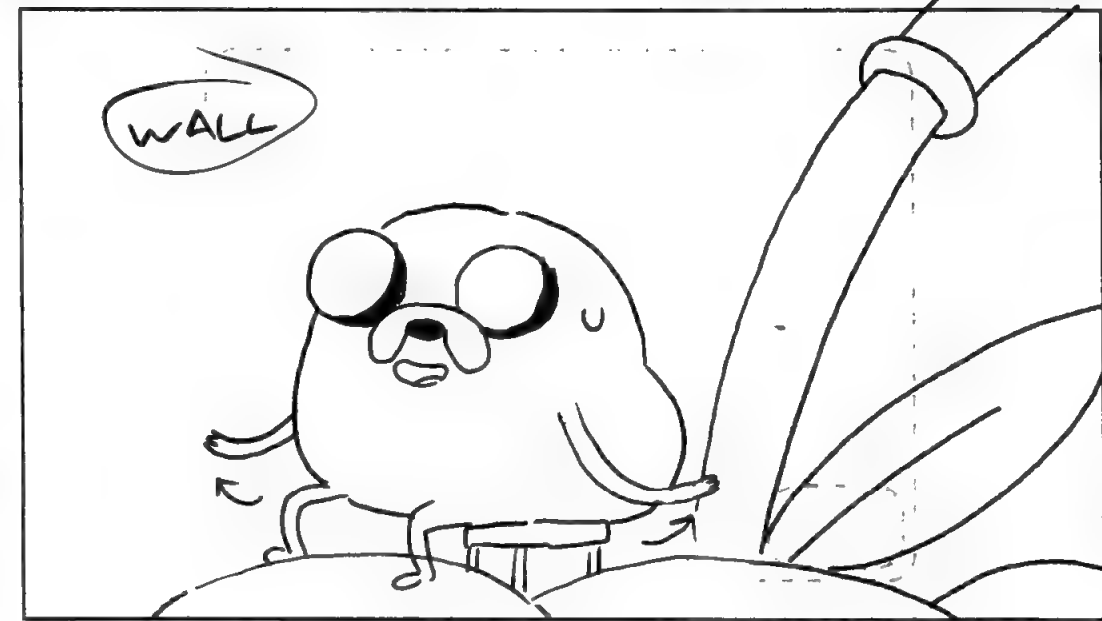
HO
Cut

Page 194
194A-NEXT
day night
Cel

Sc. 173 Pnl. A Bg. day night



Sc. 174 Pnl. A Bg. day night



Dialog:

AND
WBP/ PREPARE THEM FOR
EXECUTION.

J: OR DON'T DO THAT AND GET
PAID MAD bucks!

Action:

Timing:



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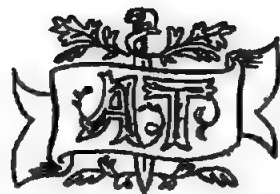
1025 - 171

EPISODE #

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1025/171

ADVENTURE TIME



HU
cut

Page **194A**
195 NEXT
cut

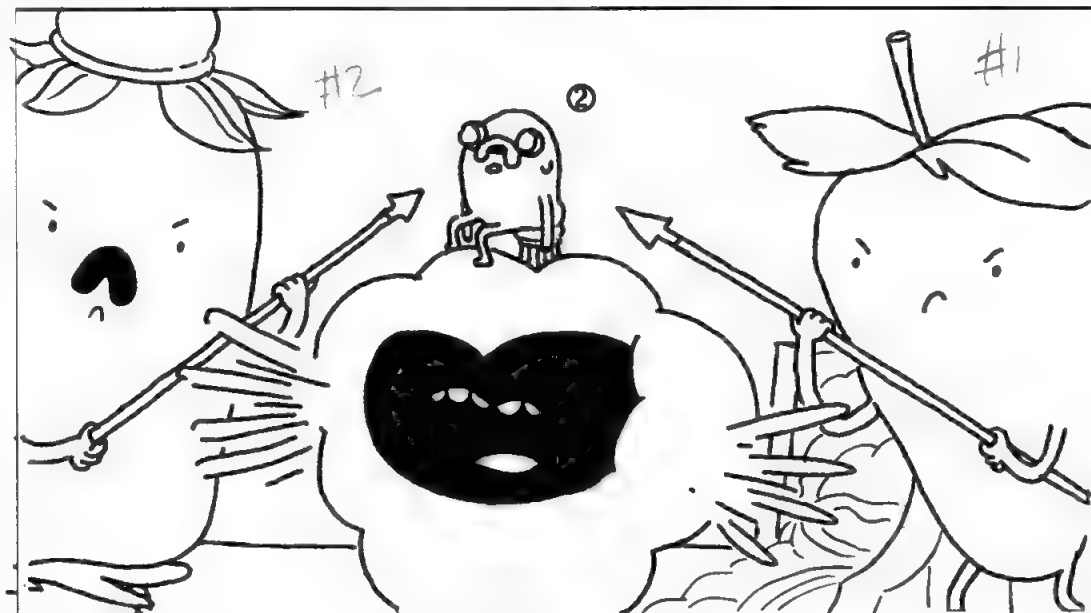
Sc. 174A

Pnl.

A

Bg.

day night



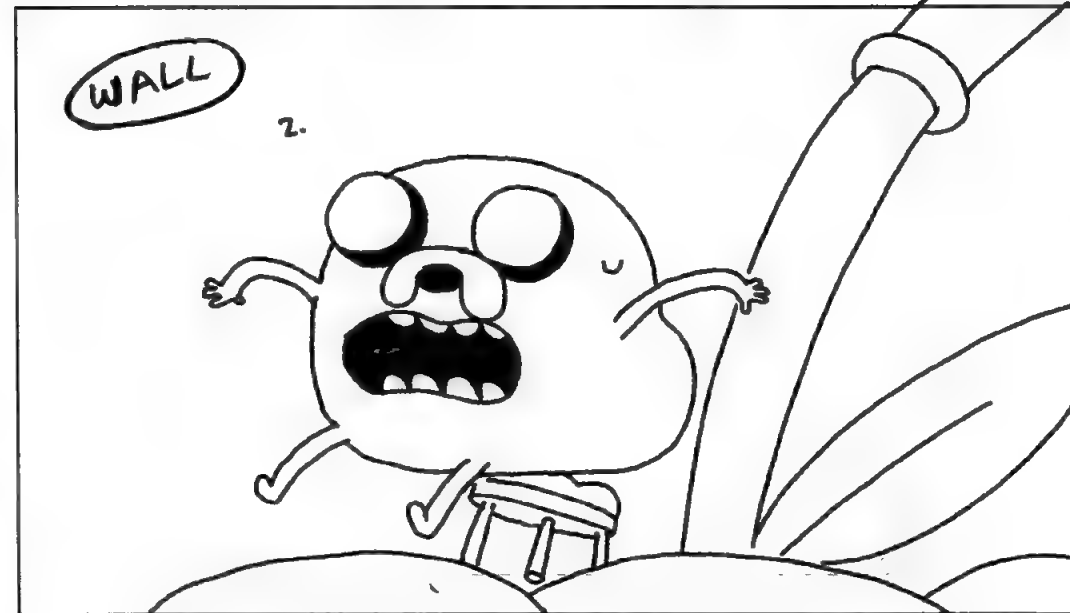
Sc. 174B

Pnl.

A

Bg.

day night



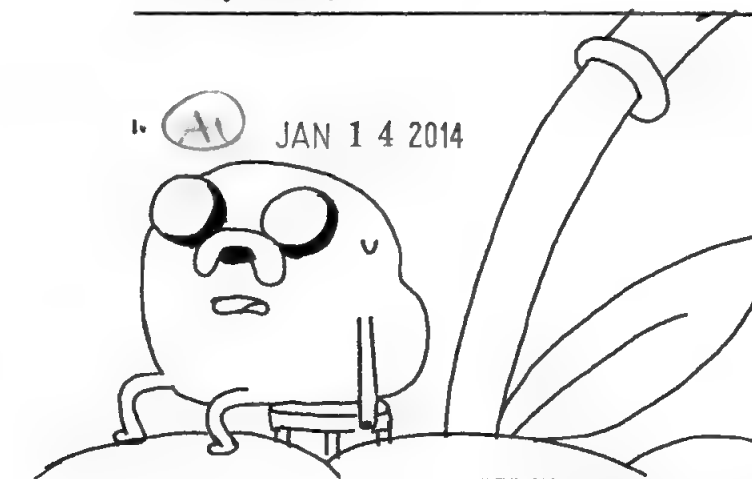
Dialog:

WBP! AND TAKE ALL THEIR MONEY

J/ TAKE ALL MY MONEY!!!

Action:

Timing:



1025-171

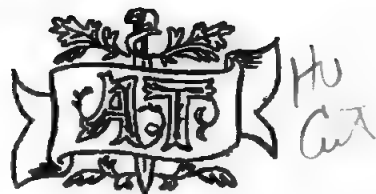
EPISODE#

1025/171

1025/171

1025/171

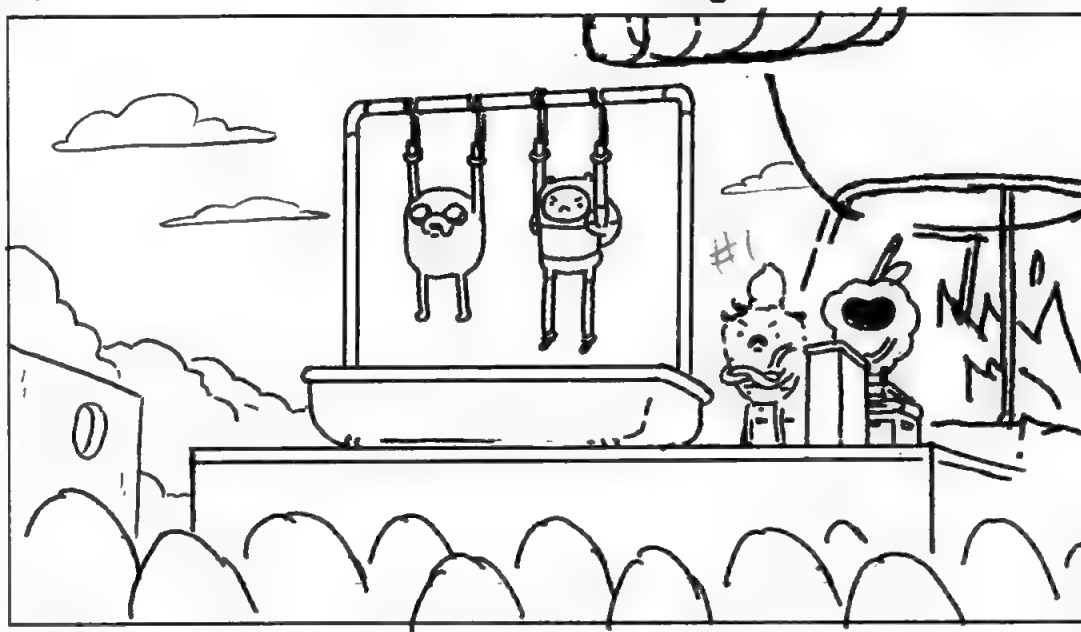
ADVENTURE TIME



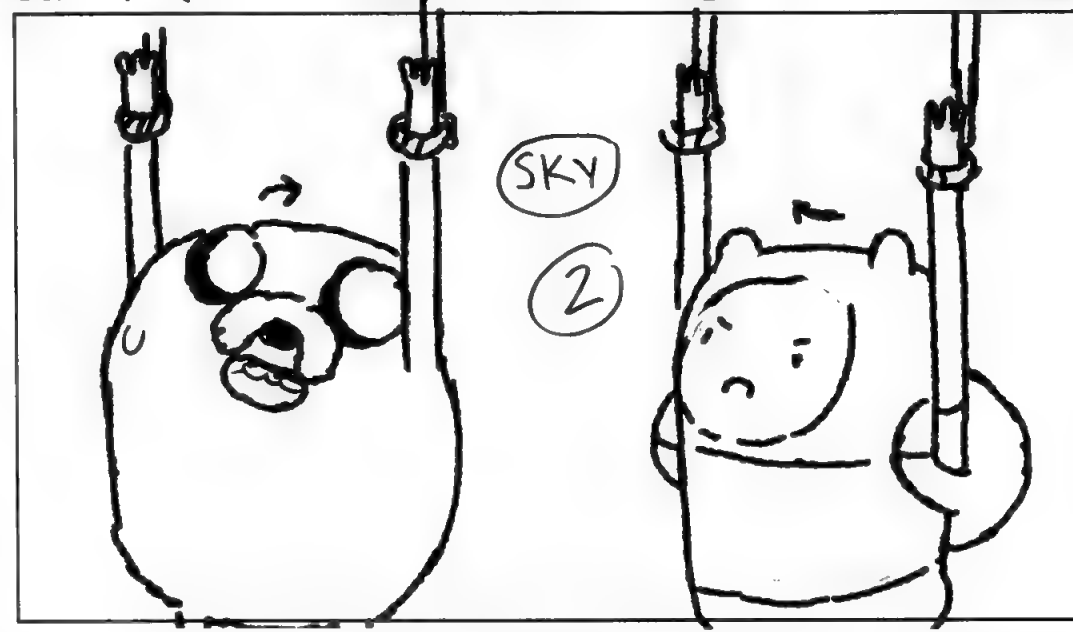
NO SC 177

Page 195
NO 195 196 197
day night

Sc. 175 Pnl. A Bg. day night



Sc. 176 Pnl. A Bg.



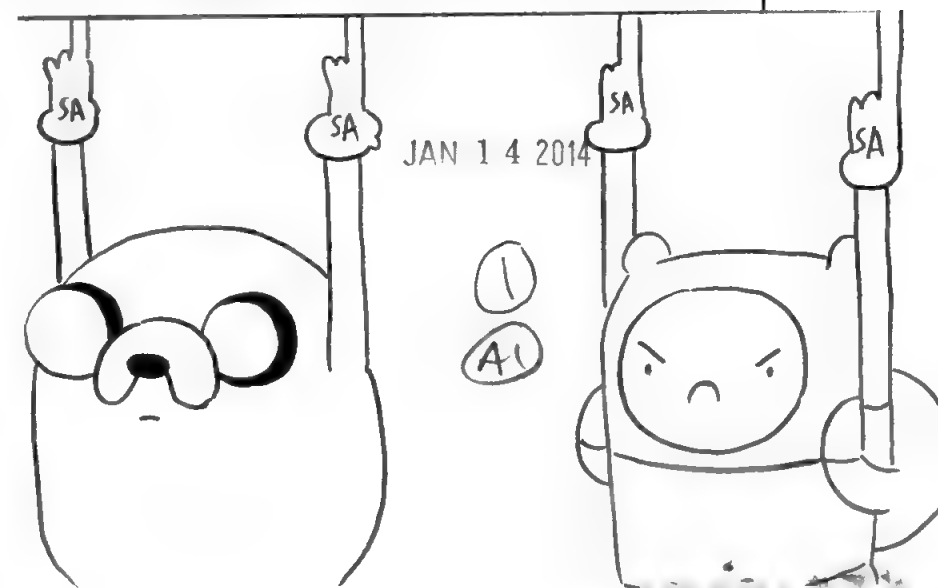
Dialog:

Action:

- SMASH CUT TO F+J ON EXECUTION STAND.

Timing:

J: WELL... WE WERE TRYING TO GET RID OF ALL THAT SKRILLA ANYWAY, RIGHT?



EPISODE # 1025 - 171

1025 - 171

1025/171

ADVENTURE TIME



Ho
Cut

Page 198

Cut

Sc.

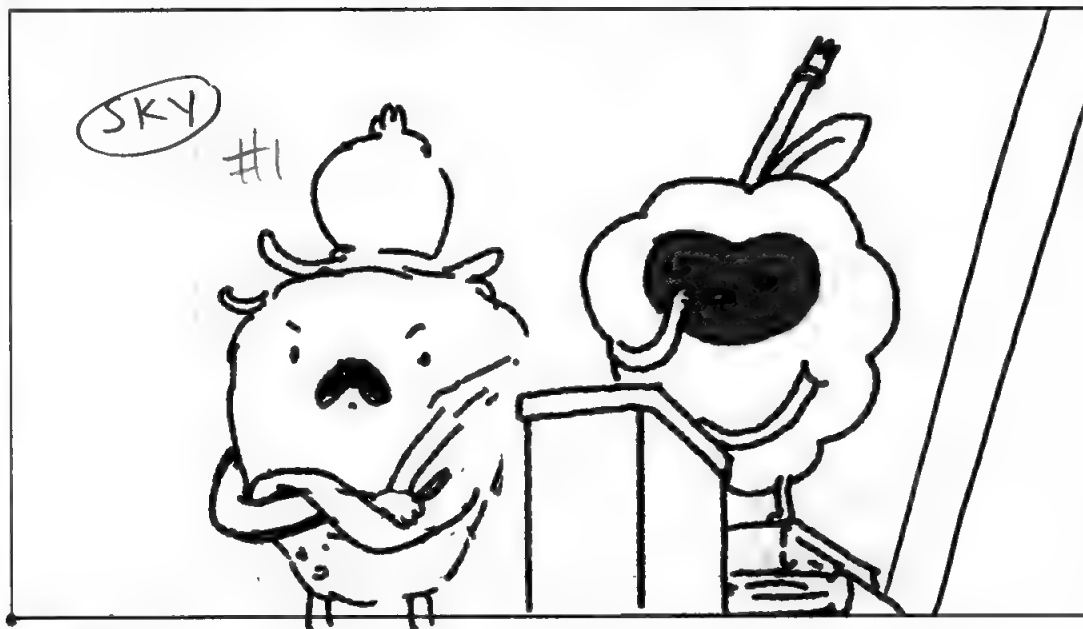
178

Pnl.

A

Bg.

day night



Sc.

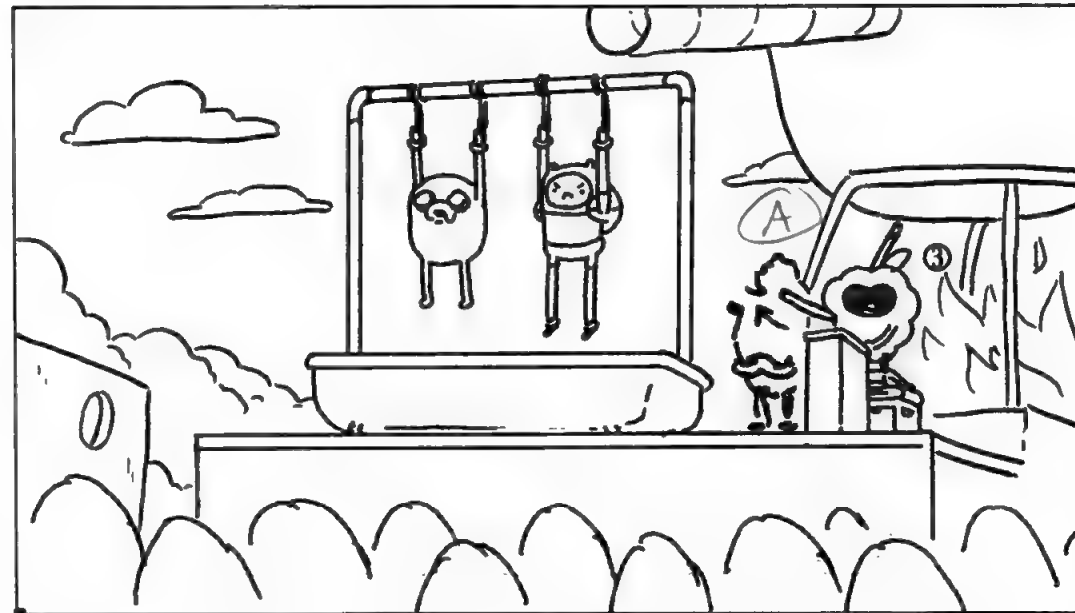
179

Pnl.

A

Bg.

day night



Dialog:

WBP/ * A45m *

SP

(A1)

Action:

Timing:



WBP/

FINN AND JAKE,
yes... you have insulted me -

SP

(A1)



2

(A2)



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EPISODE #

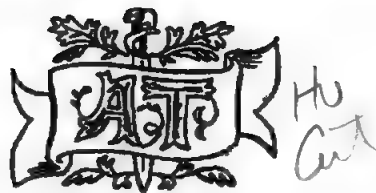
1025/171

Production :

1025/171

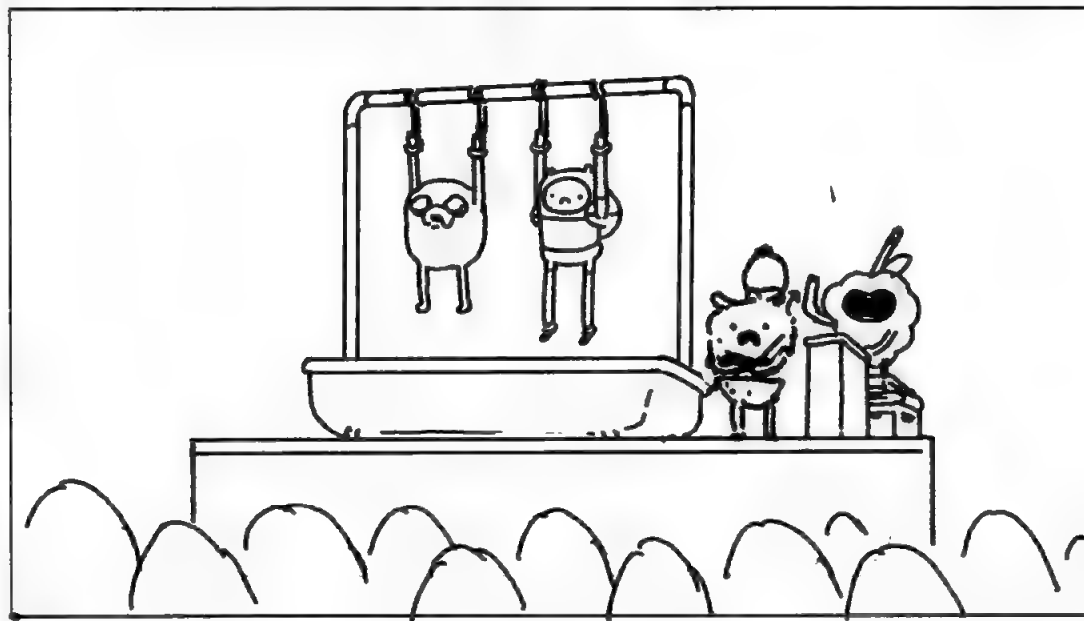
1025/171

ADVENTURE TIME

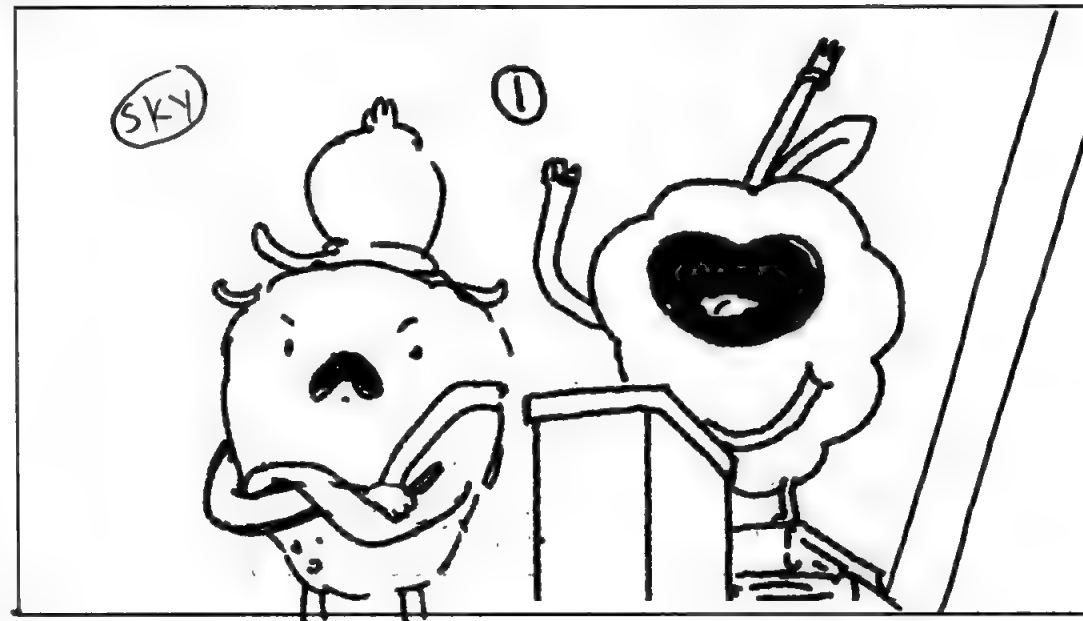


Page 199

Sc. 179 Pnl. B Bg. day night



Sc. 180 Pnl. A Bg. day night



Dialog:

WBP/ ... BUT WORSE THAN THAT,

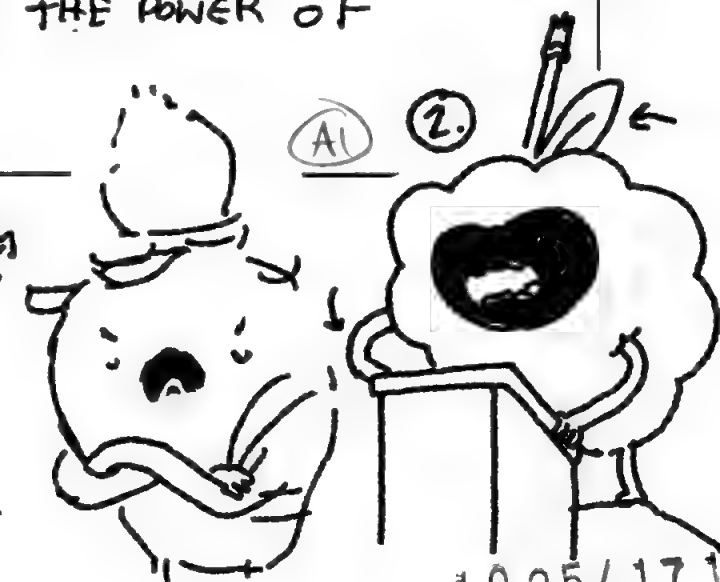
WBP/ YOU ABUSED THE POWER OF MONEY.

Action:

Timing:

GUARD NODS HEAD IN
AGREEMENT WITH WBP.

JAN 1 4 2014



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EPISODE #

1025/171

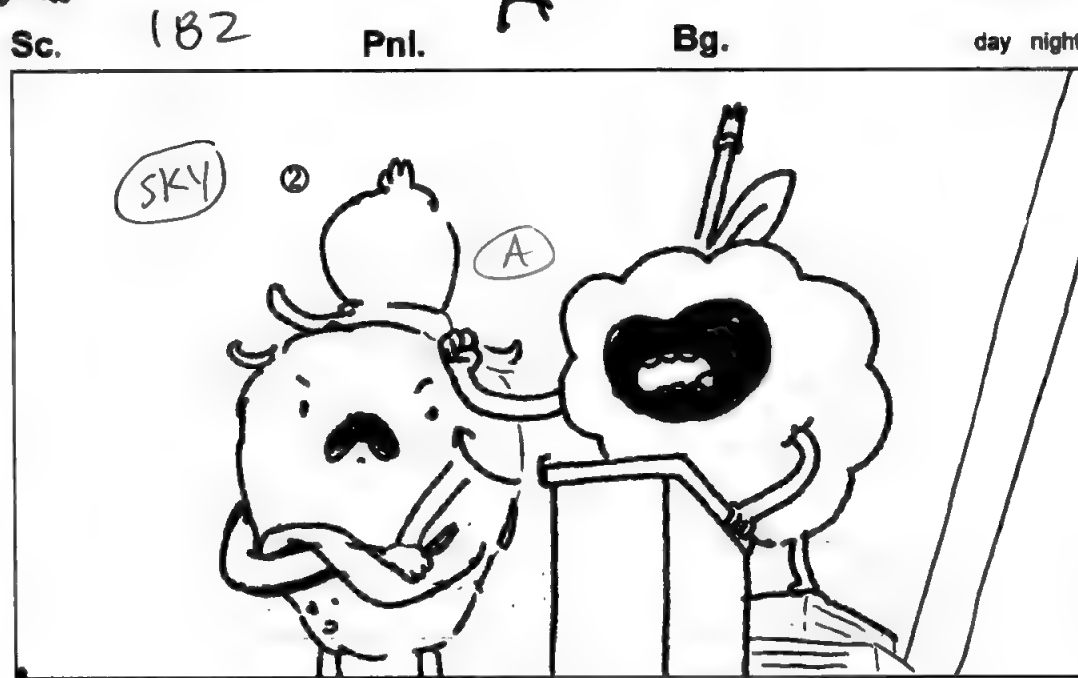
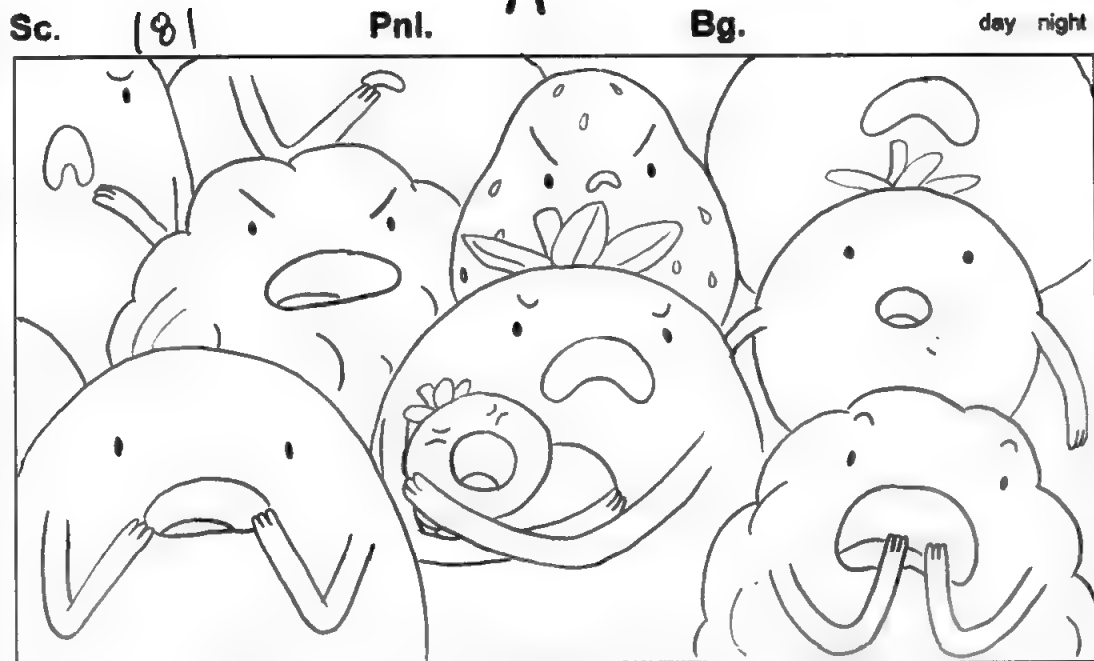
1025/171

1025/171

ADVENTURE TIME



Page 200



Dialog:

Crowd / GASP!
Baby / cries.

WBP / WE WILL DEAL WITH
YOU SWIFTLY AND IRONICALLY

Action:

WBP shakes hand

Timing:



Gump imitates
WBP's gesture

JAN 14 2014



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EPISODE #

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Production :

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1025 / 171

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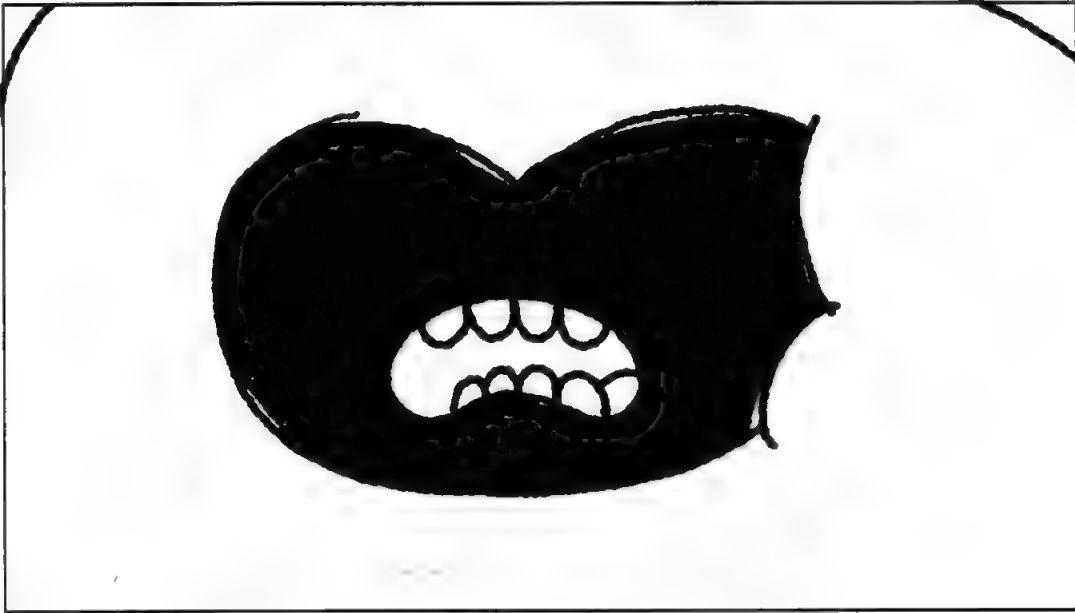
1025/171

Ho
Cut

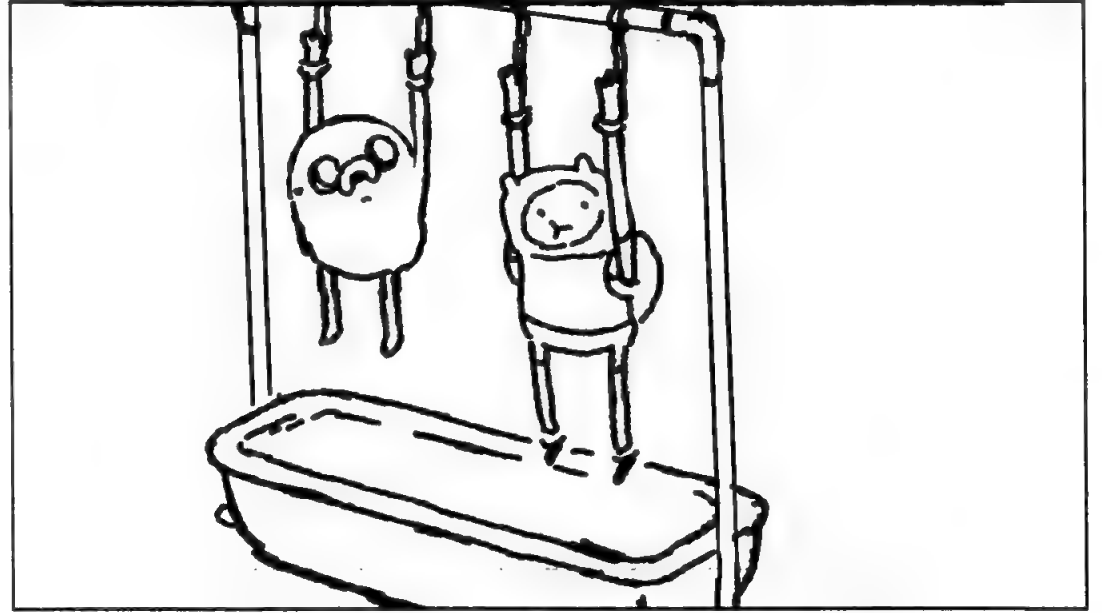
ADVENTURE TIME



Sc. 183 Pnl. A Bg.



Sc. 184 Pnl. A Bg.



Dialog: WBP/ BY ENCASING YOU IN YOUR OWN MOLTEN GOLD!	
Action:	JAN 1 4 2014
Timing:	

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EPISODE #

1025/171

Production :

1025/171

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ADVENTURE TIME



NO SC'S
185-186

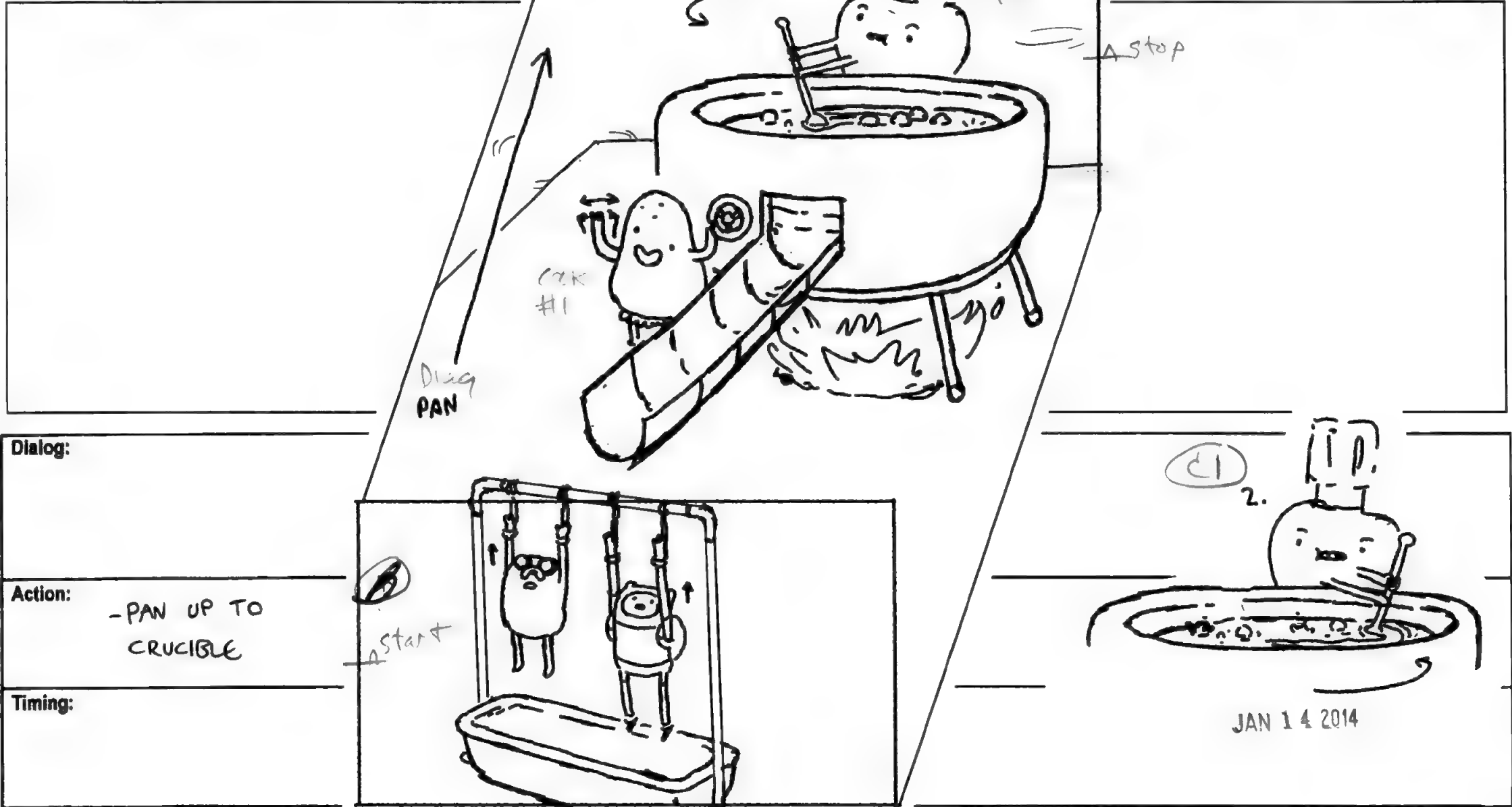
Cut

Page 202
NO PGS 203-205
day night

Sc. 184 CONT

Bg.

Bg.



Dialog:

Action:

-PAN UP TO
CRUCIBLE

Timing:

EPISODE # 1025 - 171

1025/171

Production :

1025/171

ADVENTURE TIME



Page 706

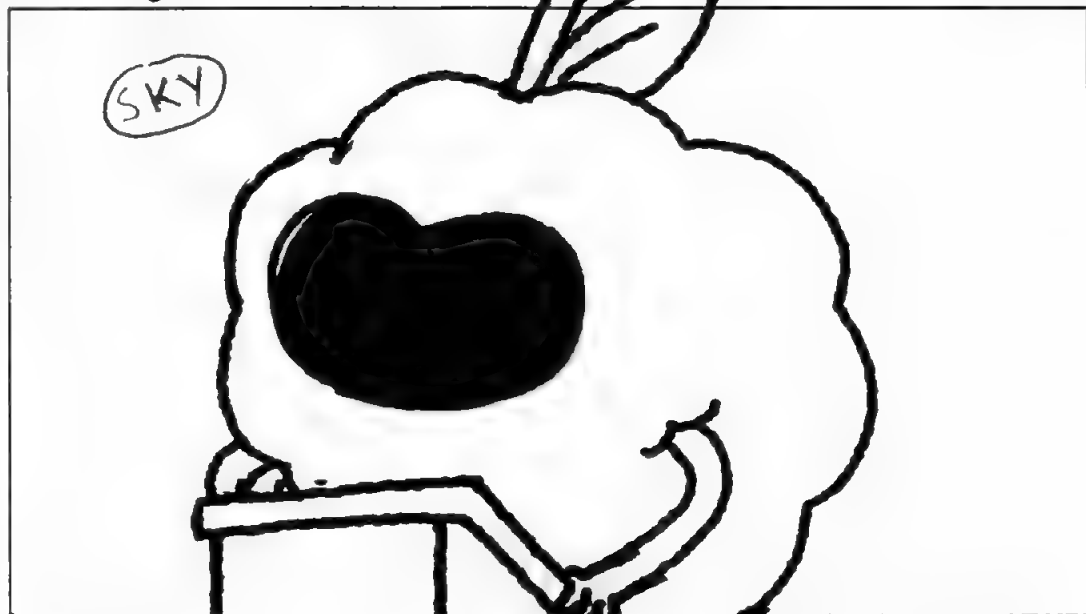
Cut

Sc. 187

Pnl. A

Bg.

day night

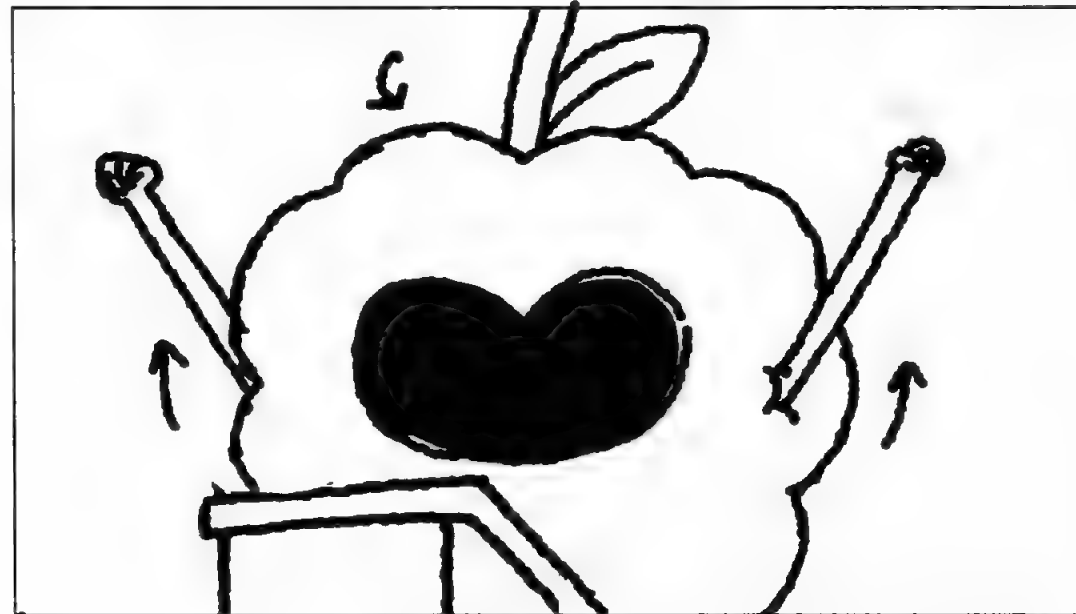


Sc. 187 cont

Pnl. B

Bg.

day night



Dialog:

WBP/RELEASE THE GOLDEN FLOOD!!

Action:

JAN 14 2014

Timing:

Cut

1025 - 171

EPISODE #

1025/171

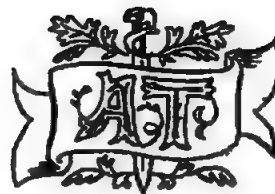
Production :

1025/171

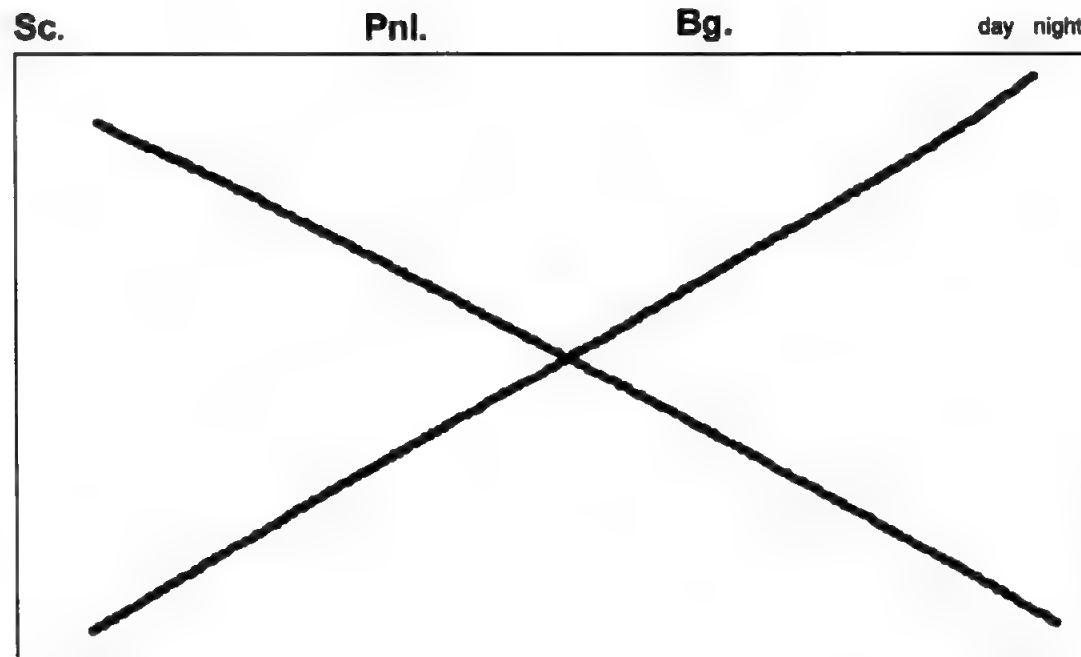
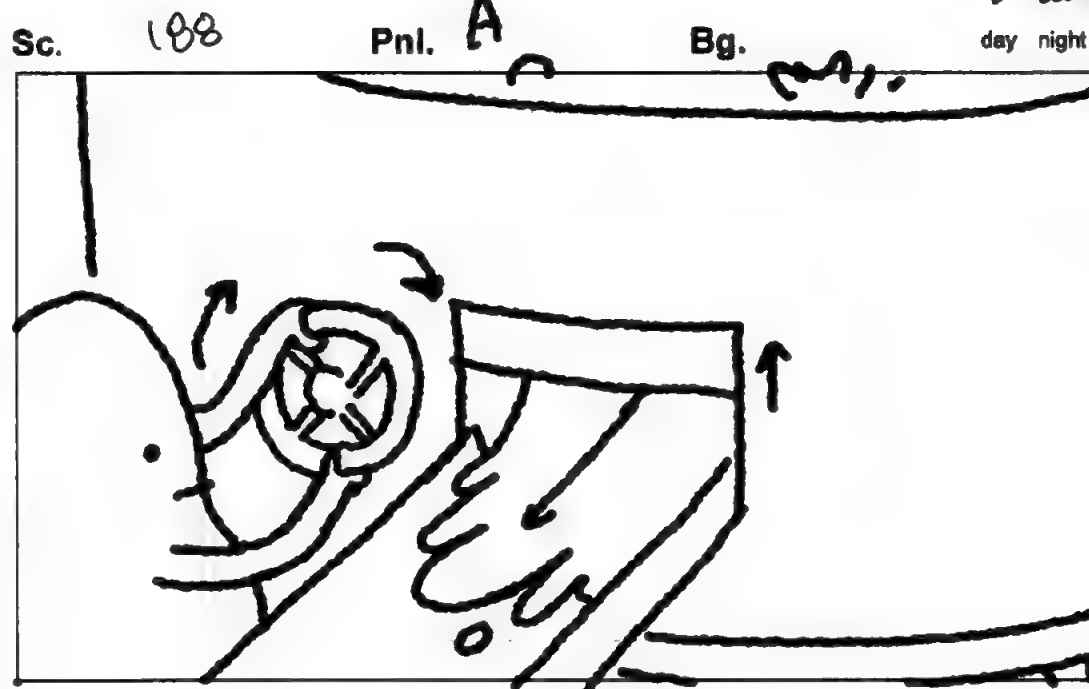
1025/171

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ADVENTURE TIME



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Dialog:

Action: Guy turns wheel. sluice opens.
MOLTEN GOLD POURS out.

Timing:

SP (A1)



JAN 14 2014

1025 - 171

EPISODE #

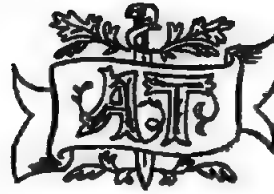
1025/171

Production :

1025/171

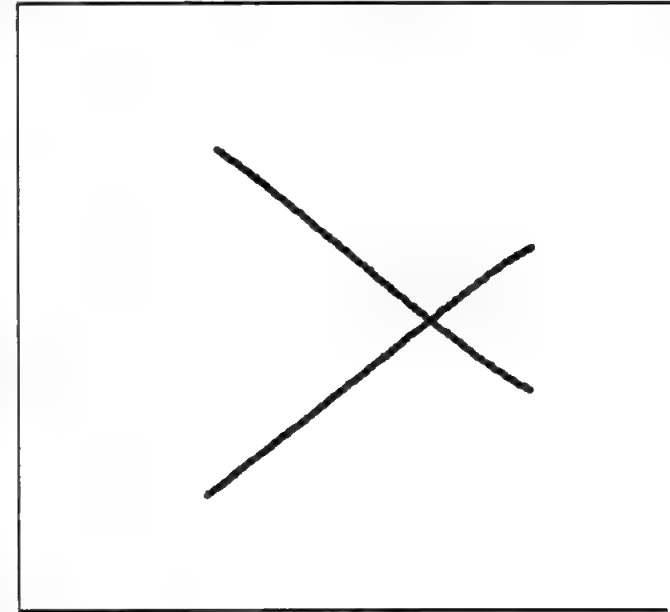
1025/171

ADVENTURE TIME



Page 208
208A NEXT
day night

Sc. Pnl. Bg.



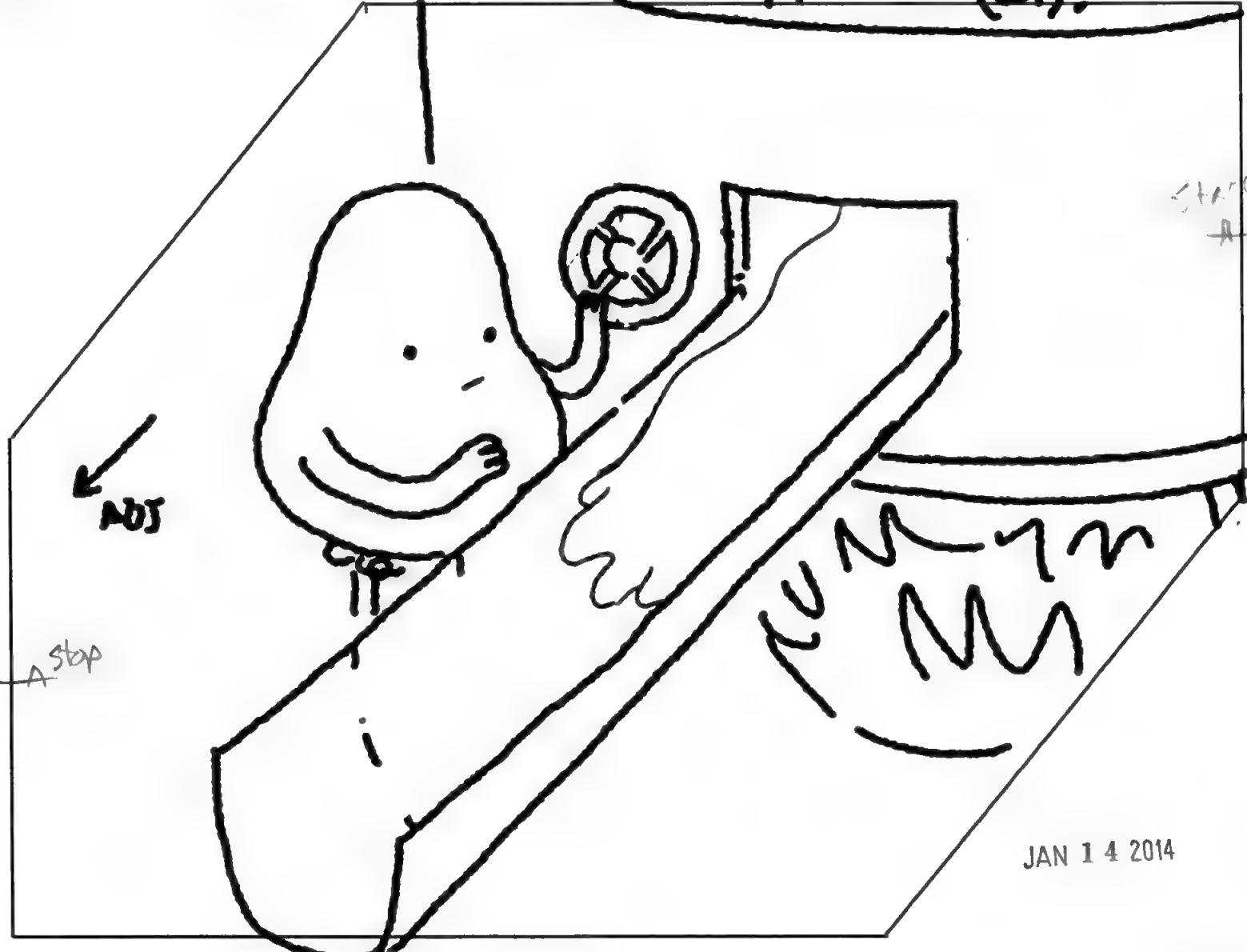
Dialog:

Action:

Timing:

- GOLD POURS
DOWN THE
CHANNEL.
- PAN w/ GOLD

day night Sc. 148 cont Pnl. B Bg. cont.



1025 - 171

EPISODE #

Production :

1025/171

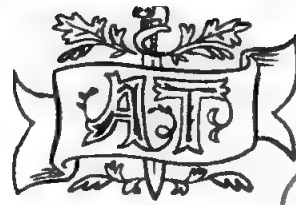
1025/171

1025/171

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11/25/11 1025/171

ADVENTURE TIME



Sc. 188 *cont*

Pnl.

C

Bg.

day night

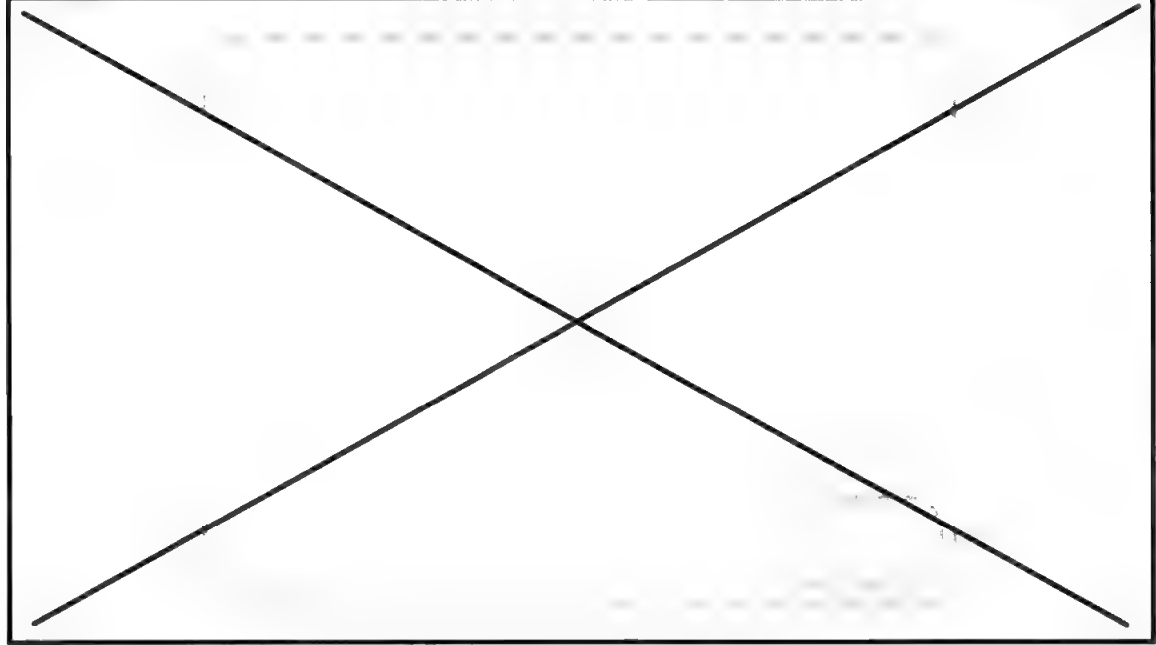
Sc.

Pnl.

Bg.

Page 208A

209 NEXT
day night



Dialog:
Action:
Timing:

JAN 14 2014

EPISODE #

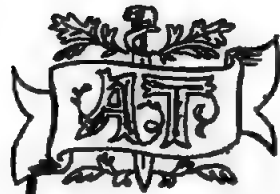
1025/171

Production:

1025/171

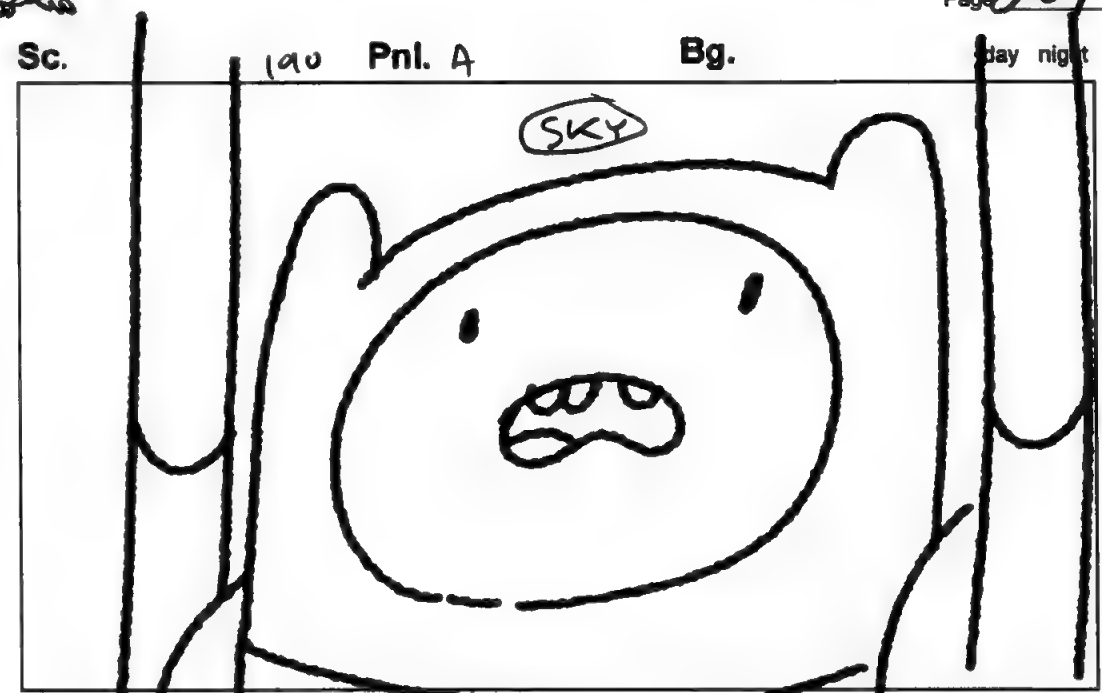
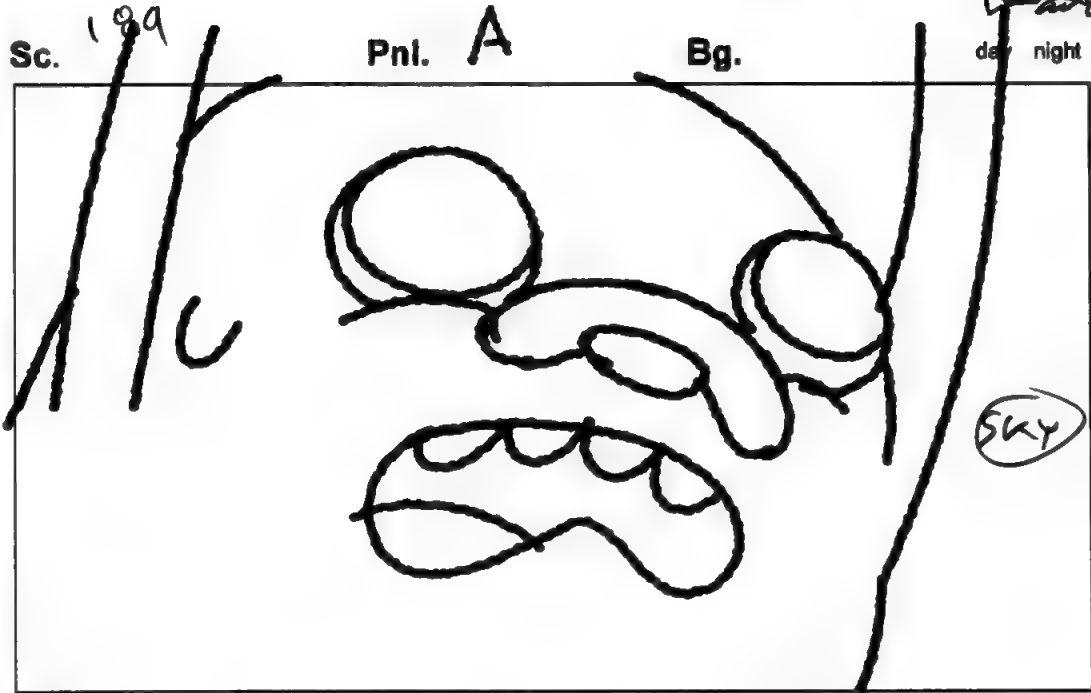
Cut

ADVENTURE TIME



Cut

Page 209



Dialog:
<u>J</u> : [GASP]
Action:
Timing:

JAN 14 2014

EPISODE # 1025 - 171

1025/171

Production :

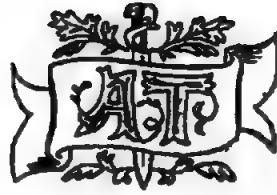
1025/171

1025/171

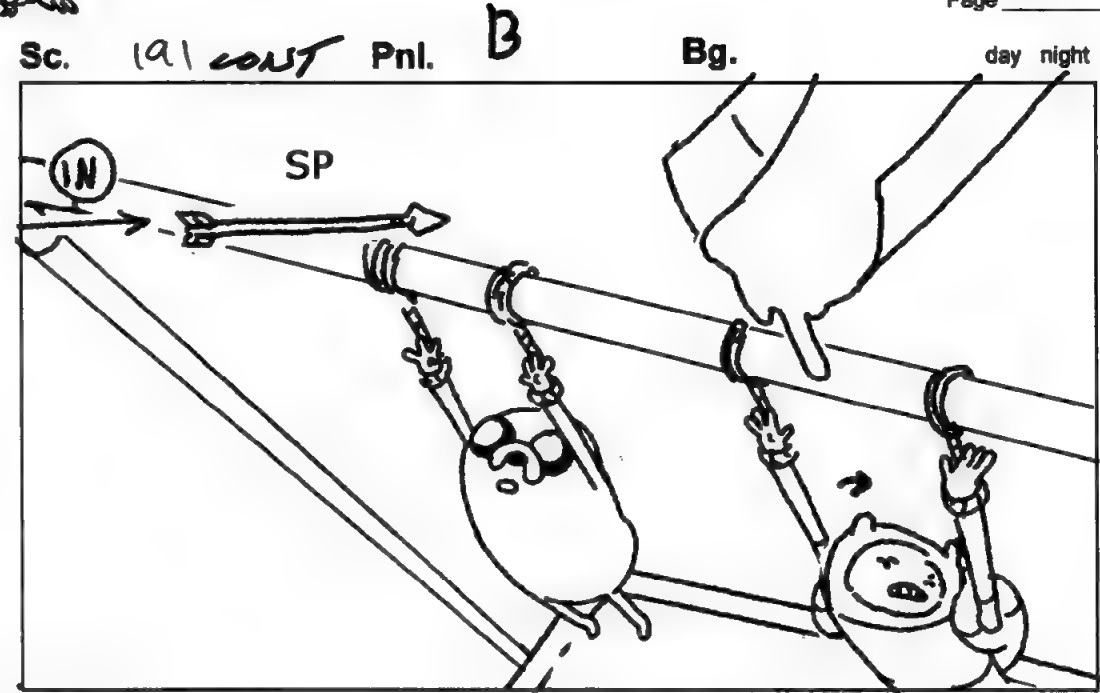
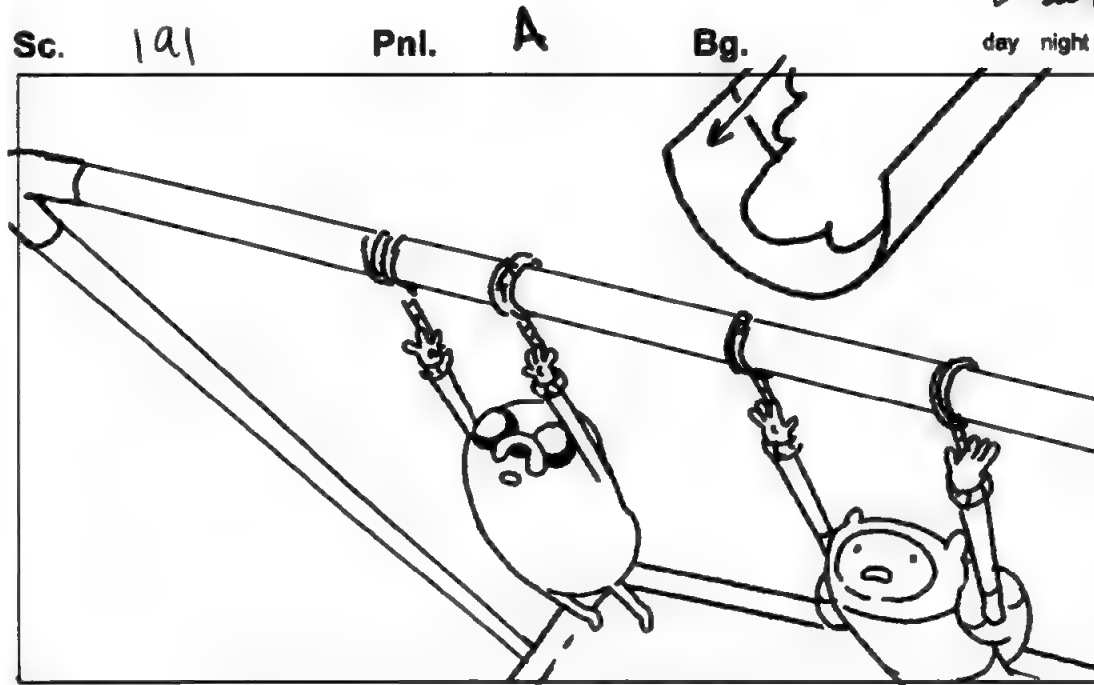
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cut

ADVENTURE TIME



Page 210



Dialog:

Action:

- GOLD POURS DOWN CHUTE

- ARROW FLIES IN.

Timing:

(B1) JUAN: 14:42:00



EPISODE # 1025 - 171

1025/171

Production :

1025/171

ADVENTURE TIME

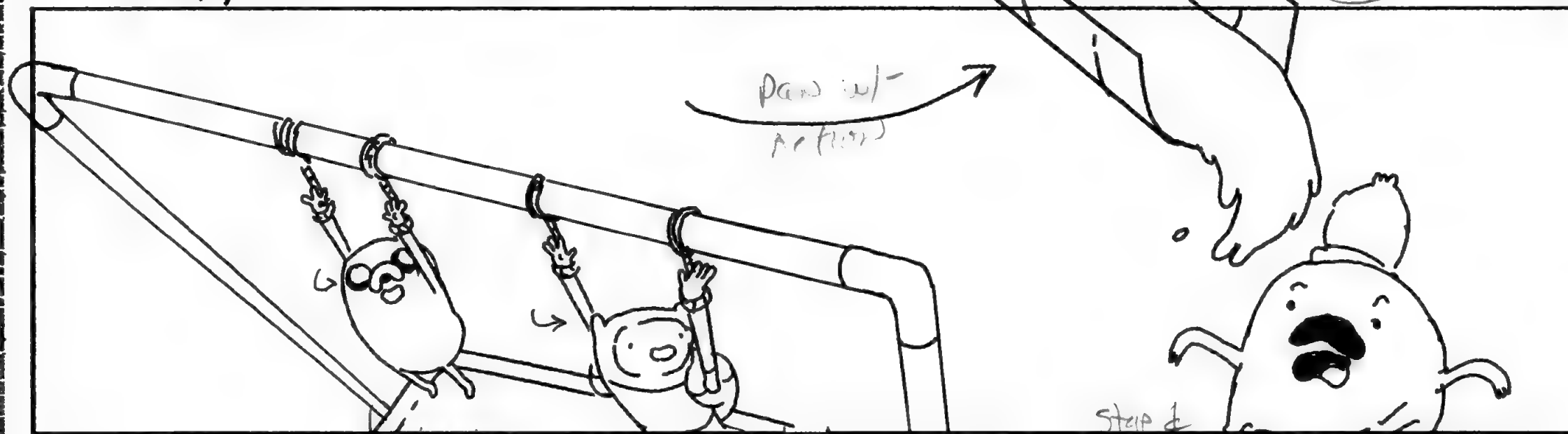


Page 21

Sc. 191 cont Pnl. C Bg.

day night

day night



Dialog:

SFX: SHUNK ——— CCCCCREEK ———

BG: OH No! AHH!

JAN 14 2014

Action:

- ARROW KNOCKS CHUTE TOWARDS BERRY GUARD.
- PAN W/ ACTION

Timing:



HU
CUT

1025 - 171

EPISODE #

1025/171

Production :

1025/171

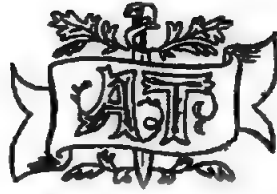
1025/171

1025/171

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Hu
Cut

ADVENTURE TIME



Sc.

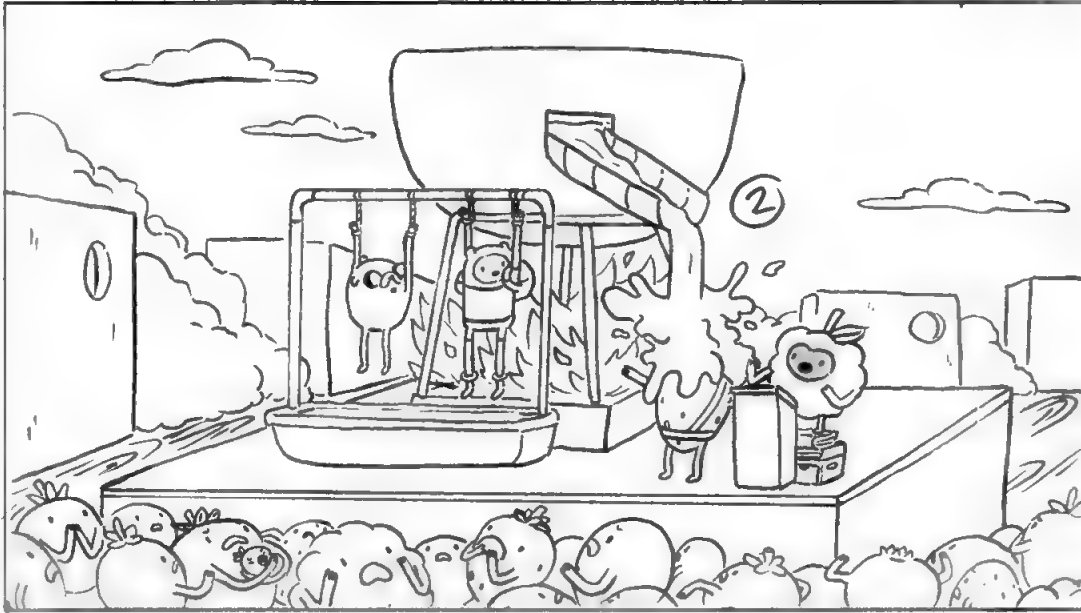
192

Pnl.

A

Bg.

day night



Sc.

192 CONT

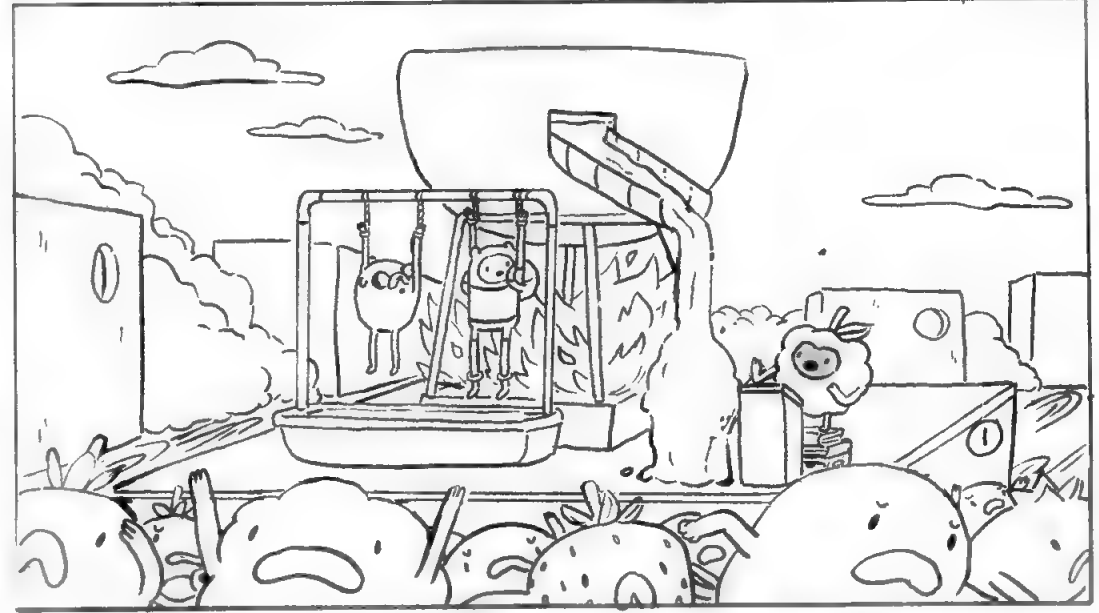
Pnl.

B

Bg.

day night

Page 211



Hu
Cut

1025-171

EPISODE #

1025/171

Dialog:

BG: AAH!!

Crowd / Panic, Noises.

JAN 14 2014

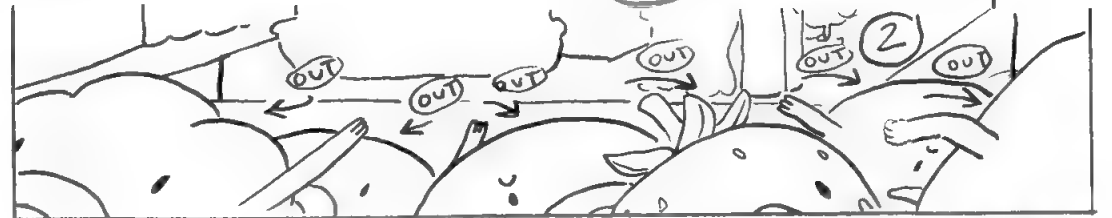
Action:

GOLD POURS onto Ground.

Timing:



- CROWD RUNS



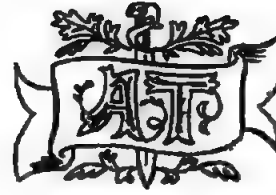
1025/171

1025/171

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Ho
Cut

ADVENTURE TIME



Sc.

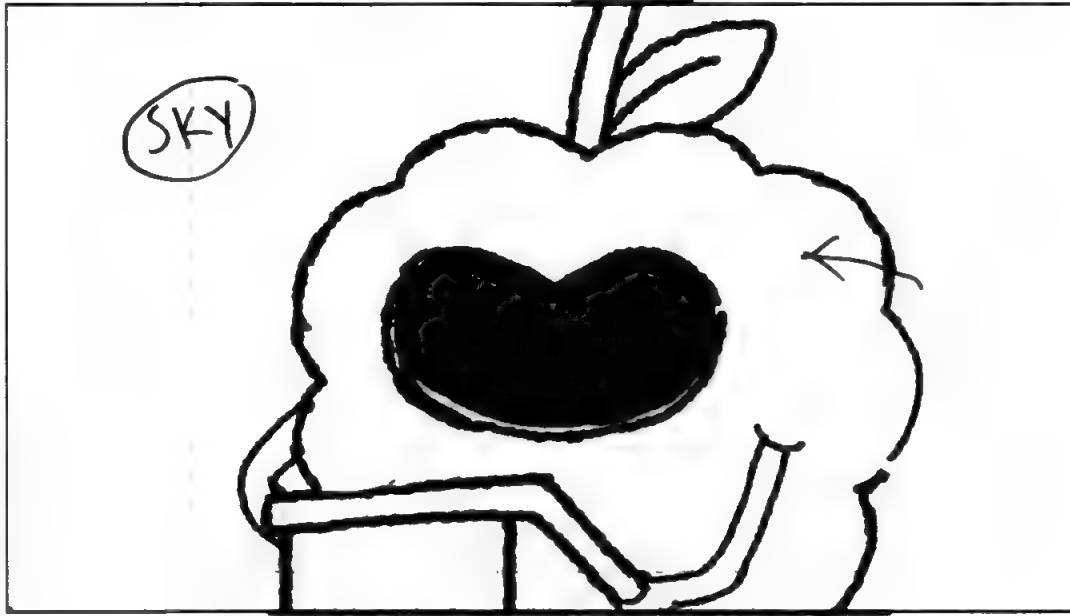
193

Pnl.

A

Bg.

day night



Sc.

193 cont

Pnl.

B

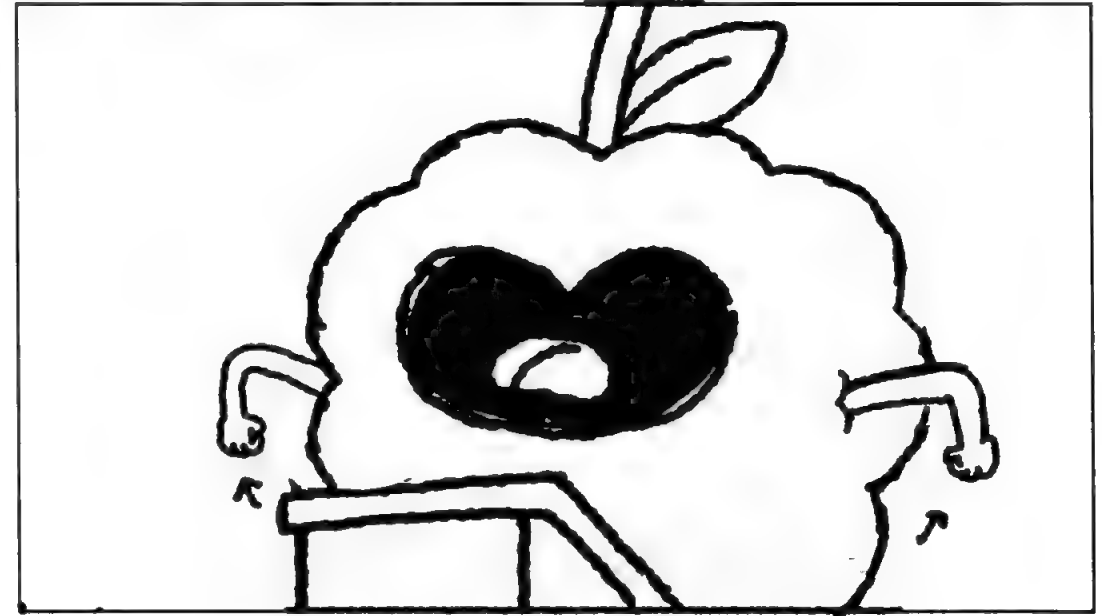
Bg.

Page

213

day night

Ho
Cut



Dialog:

WBP/ WHO DARES!

Action:

JAN 14 2014

Timing:

1025 - 171

EPISODE #

1025/171

Production :

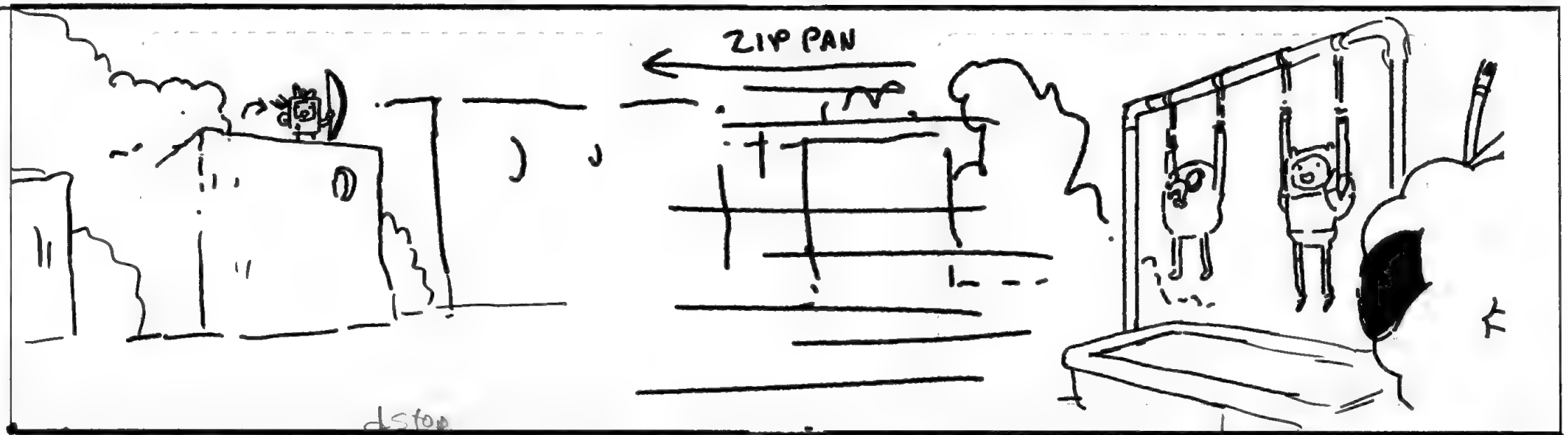
1025/171

ADVENTURE TIME



Page 214
day night

Sc. 194 Pnl. B Bg. day night Sc. 194 Pnl. A Bg. day night



Dialog:	1 BMO / Ho Ho Ho FEAR NOT.
Action:	WE HERE BMO'S LAUGHTER. ZIP PAN TO SHOW BMO STANDING ON BUILDING JAN 14 2014
Timing:	

Hu
Cut

EPISODE # 1025 - 171

1025/171

Production :

1025/171

1025/171

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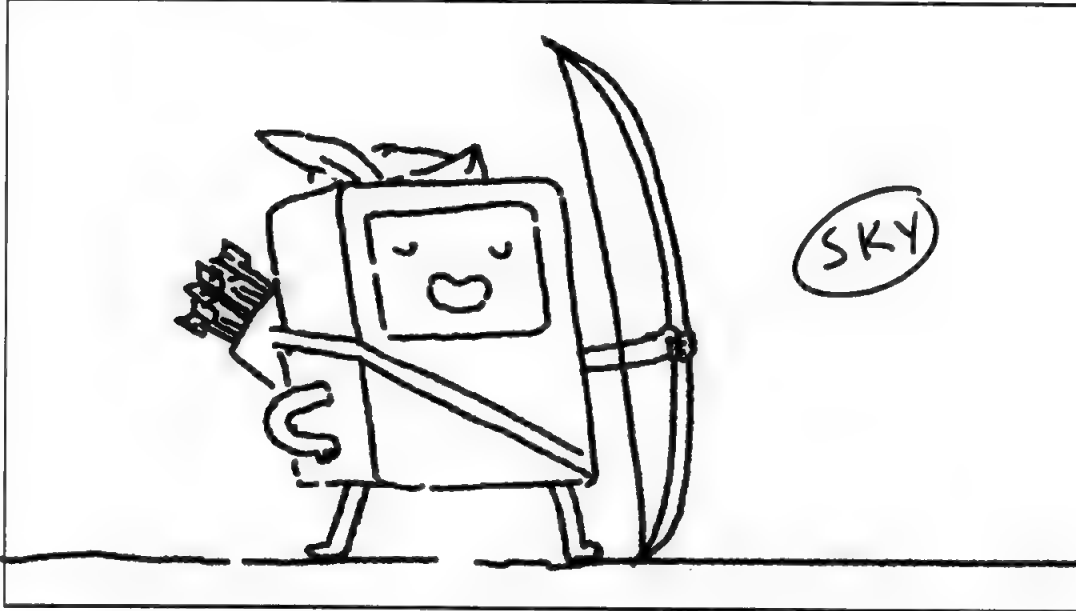
ADVENTURE TIME



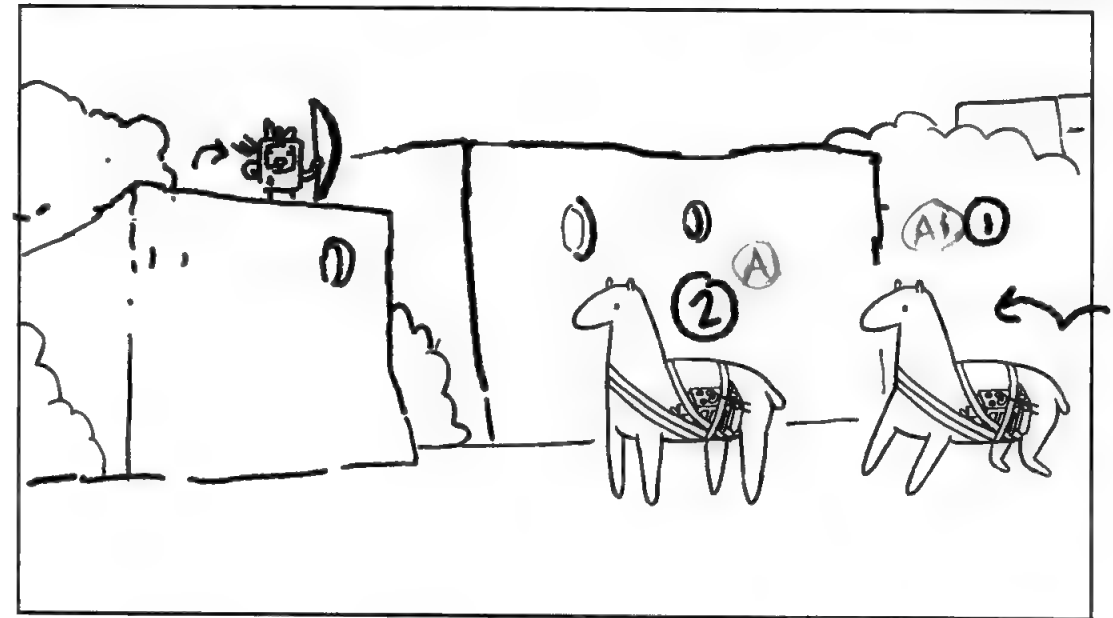
Page **215**
day night

Hu
Cust

Sc. 195 Pnl. A Bg.



Sc. 196 Pnl. A Bg.



EPISODE # 1025 - 171

1025/171

Production :

1025/171

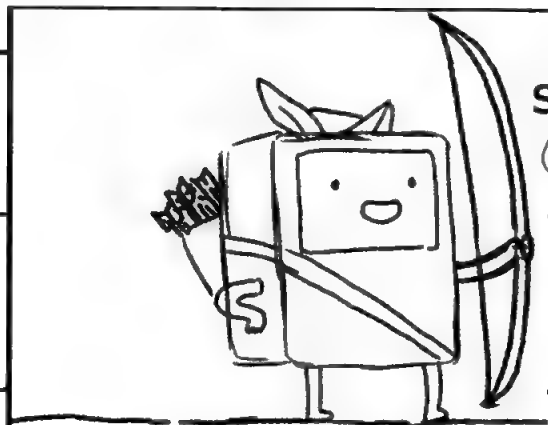
Dialog:

BMO / ROBBER HOOD ^{IS THE} DEFENDER OF
THE POOR.

NEPTR / ME TOO ..

Action:

Timing:



SP
(A)

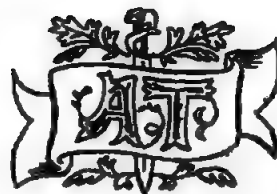
- NEPTR TAPED TO GUMMI HORSE
RUNS IN.

JAN 14 2014

1025/171

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ADVENTURE TIME

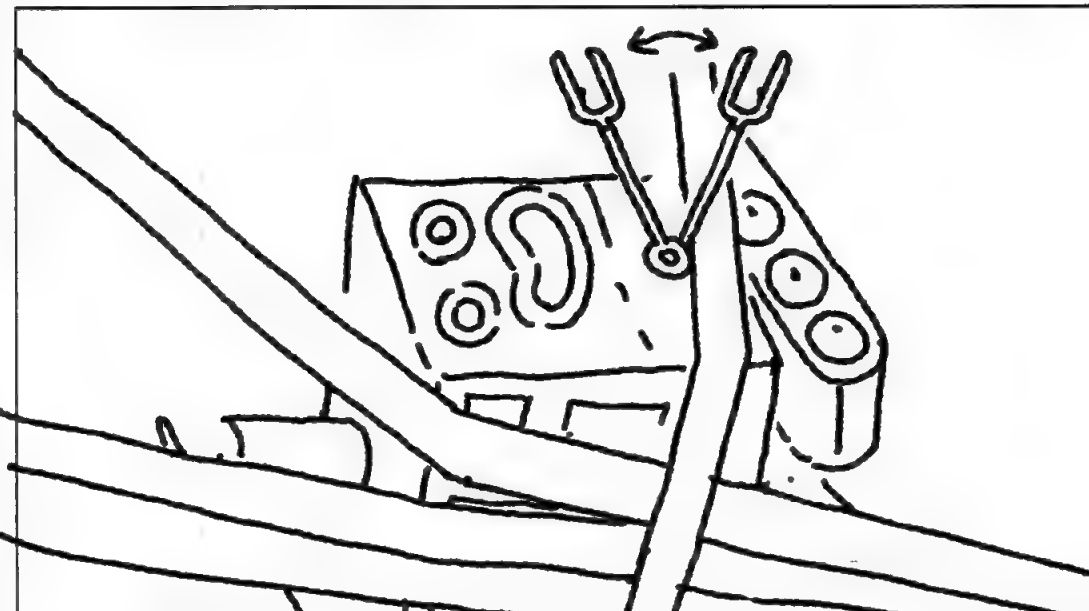


Cat

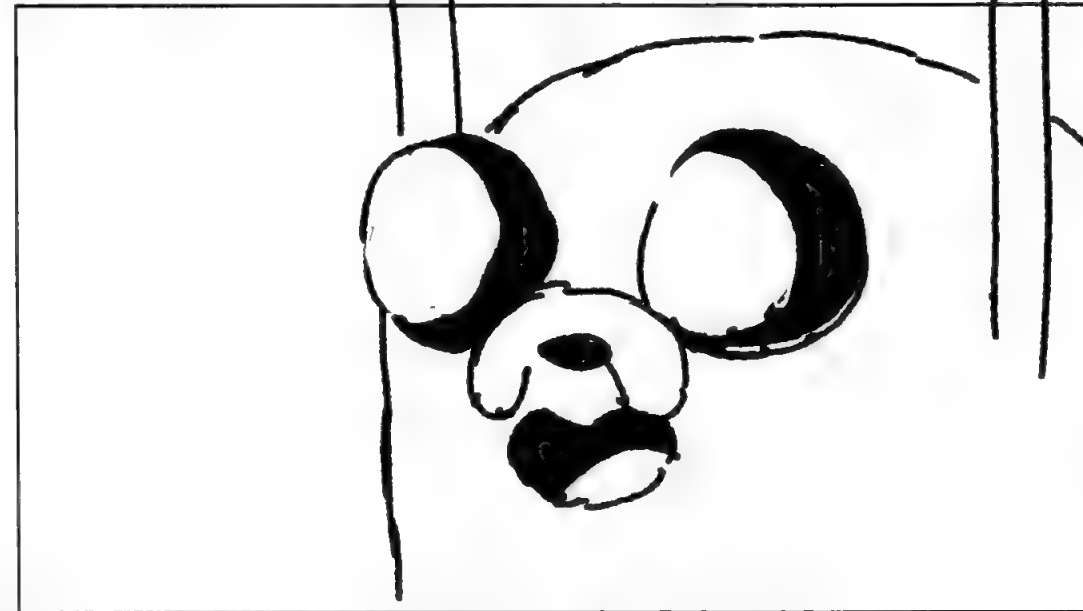
Page 216

Cat

Sc. 197 Pnl. A Bg. day night



Sc. 198 Pnl. A Bg. day night



Dialog:

N/ Me too.

J/ GOOD SHOT BMO!

Action:

JAN 14 2014

Timing:

1025 - 171

EPISODE #

1025/171

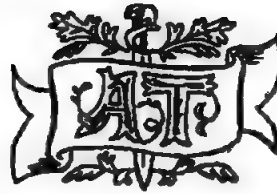
Production :

1025/171

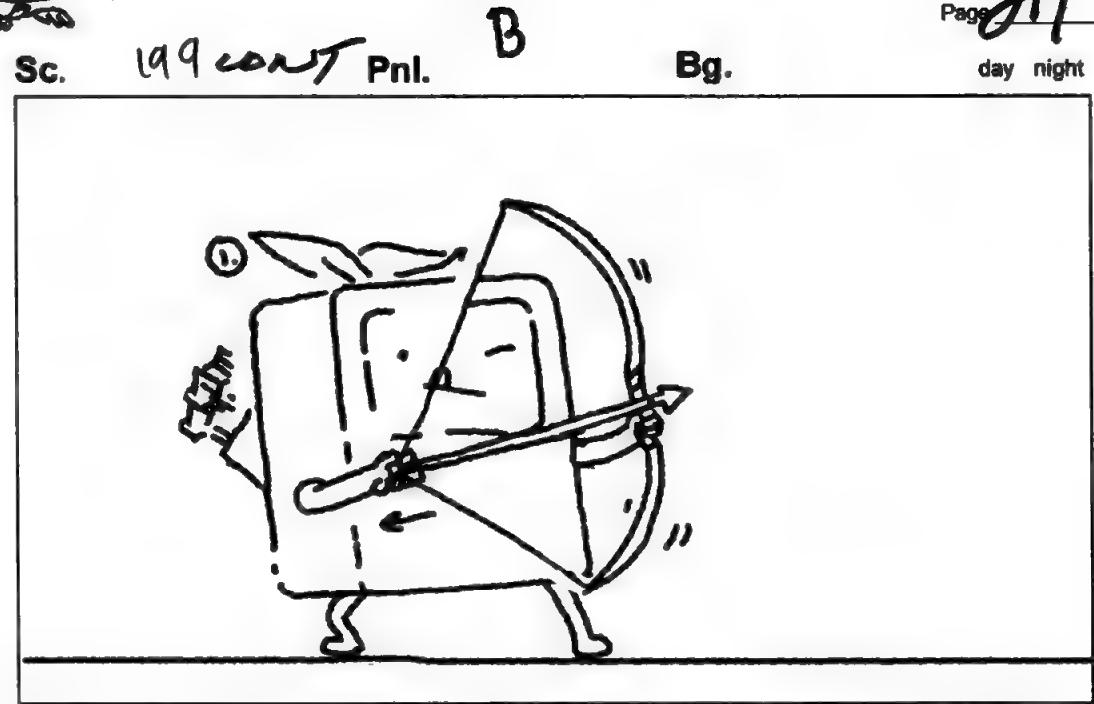
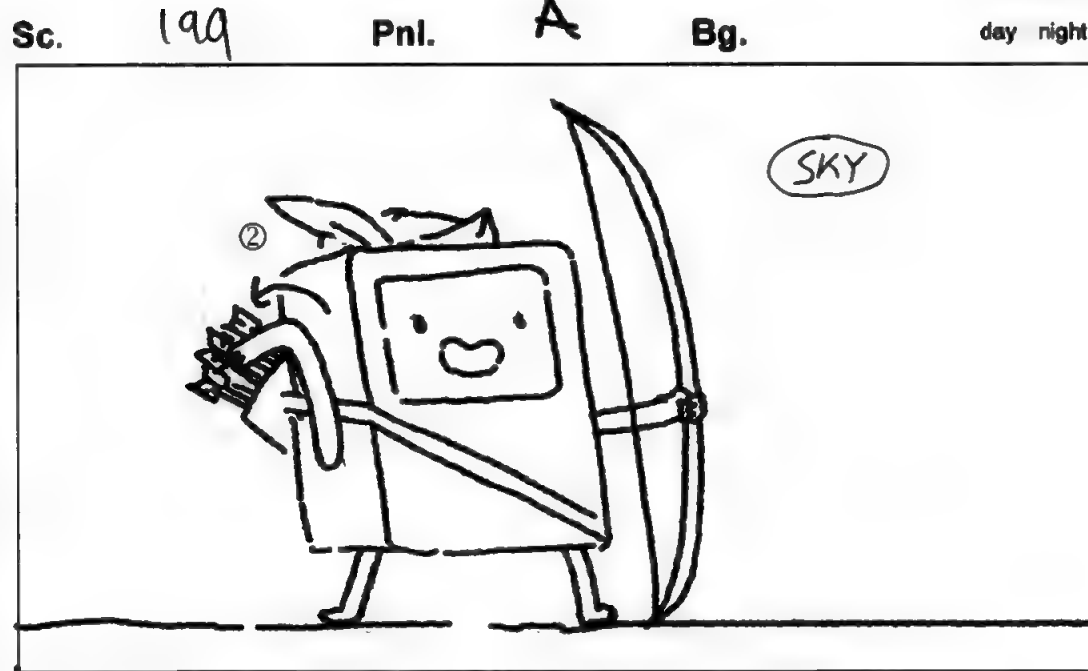
1025/171

Cut

ADVENTURE TIME



Page 217



Dialog:
BMO / I WAS AIMING FOR THE ROPE.

Action: BMO GRABS ANOTHER ARROW.

Timing:

JAN 14 2014

Bmo's aim is shaky.

pot cycle
(1,2,1,2,1,2)
(B,B1,B,B1,B)

EPISODE # 1025 - 171

1025/171

Production :

1025/171

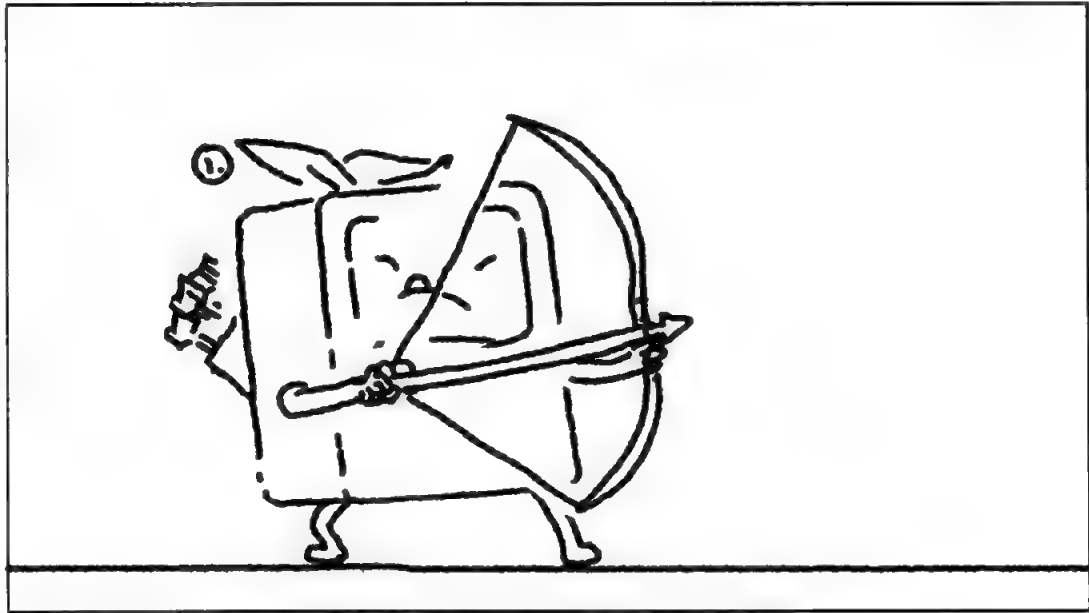
1025/171

ADVENTURE TIME

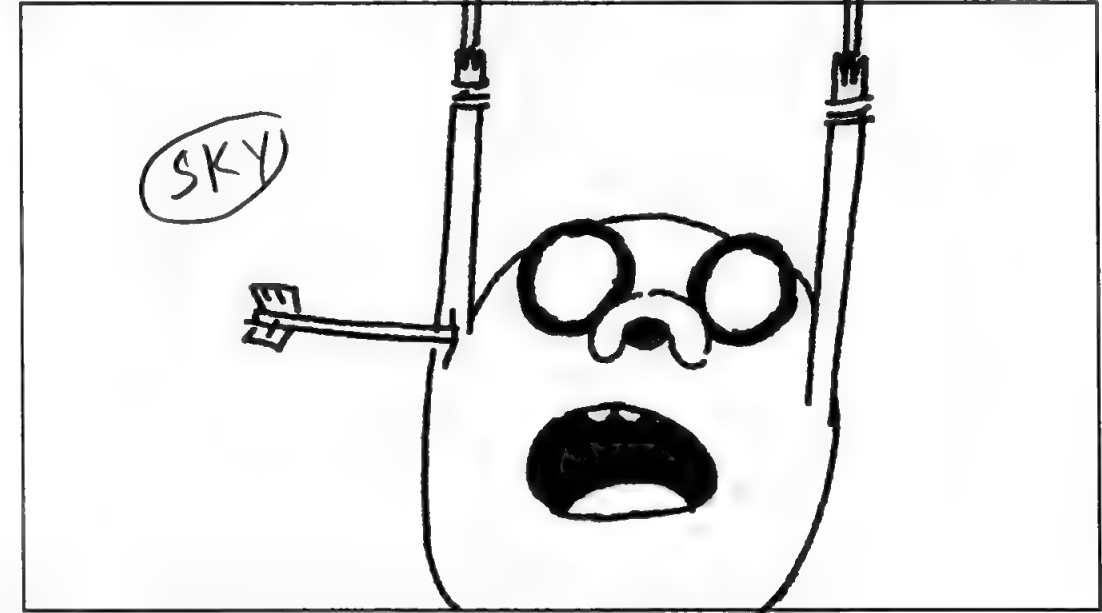


Page 218
day night

Sc. 199 CONT Pnl. C Bg. day night



Sc. 200 Pnl. A Bg. day night



<p>Dialog:</p> <p><u>BMO</u>: YAH!</p>	
<p>Action: 1. <u>BMO</u> closes Eyes</p>	
<p>Timing: 2. Lets the arrow fly</p>	

JAKE SCREAMS SILENTLY.

JAN 14 2014

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1025/171

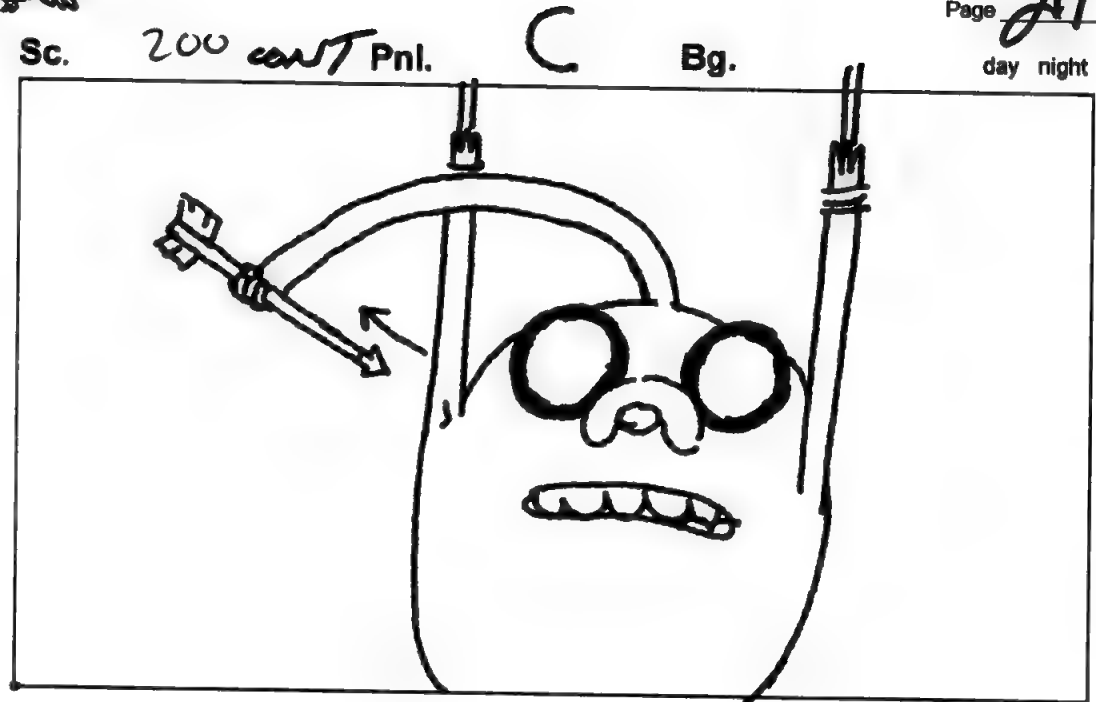
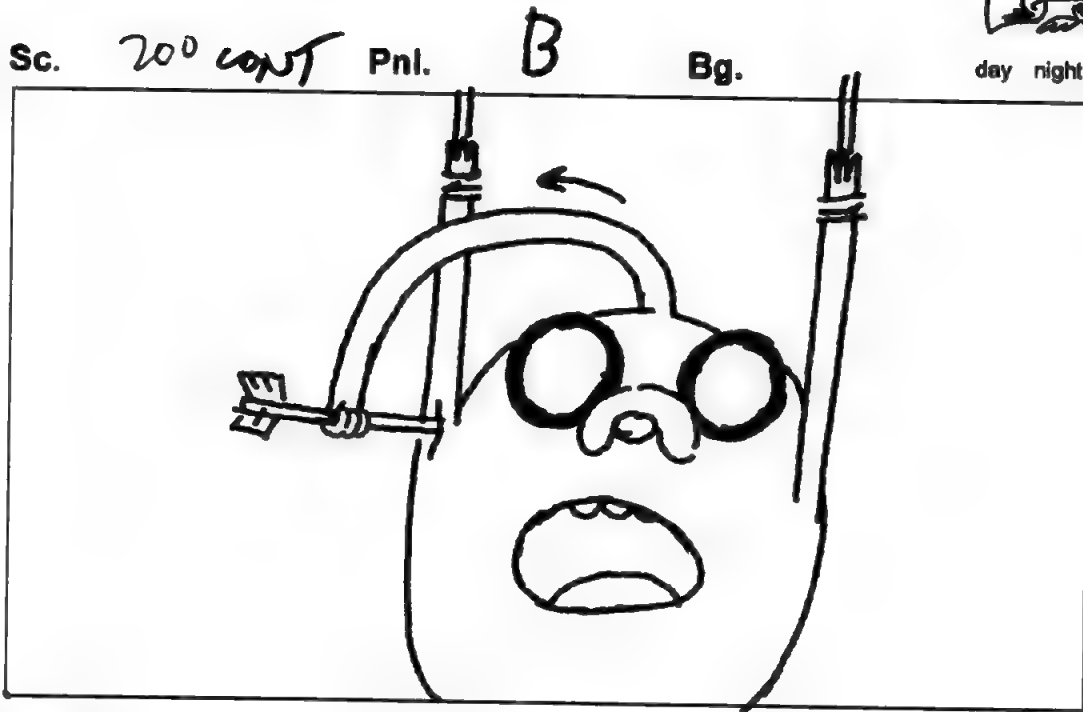
Production :

1025/171

1025/171

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ADVENTURE TIME



Dialog:	
J/ [Wince] Ya!	
Action:	YANKS IT out.
3rd ARM GROWS AND GRABS ARROW	
JAN 14 2014	
Timing:	

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day night

Hu
Cust

EPISODE # 1025 - 171

1025/171

Production :

1025/171

1025/171

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1025/171

Ho
Cut

ADVENTURE TIME

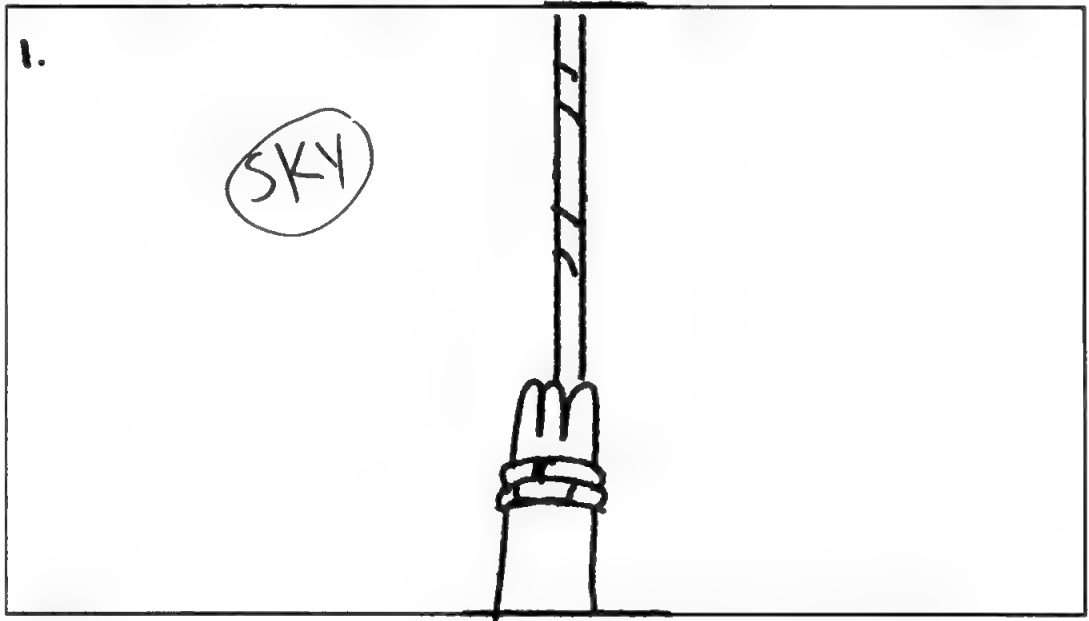


Sc. 201

Pnl. A

Bg.

day night

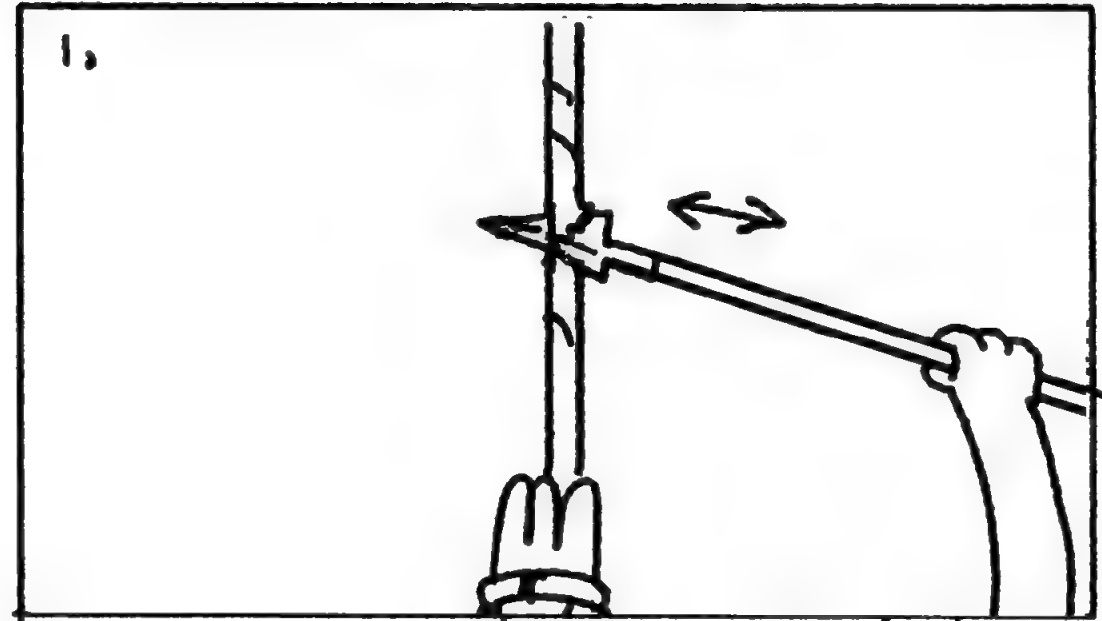


Sc. 201 cont

Pnl. B

Bg.

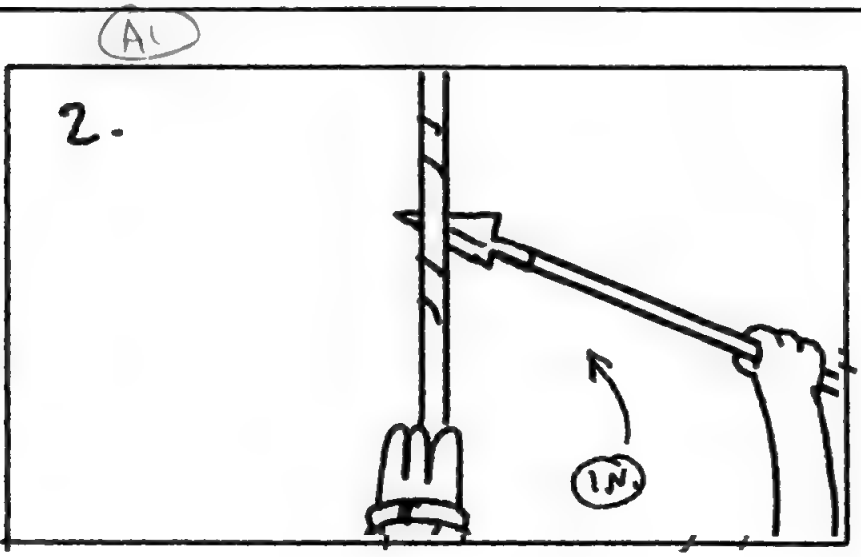
Page 220
day night



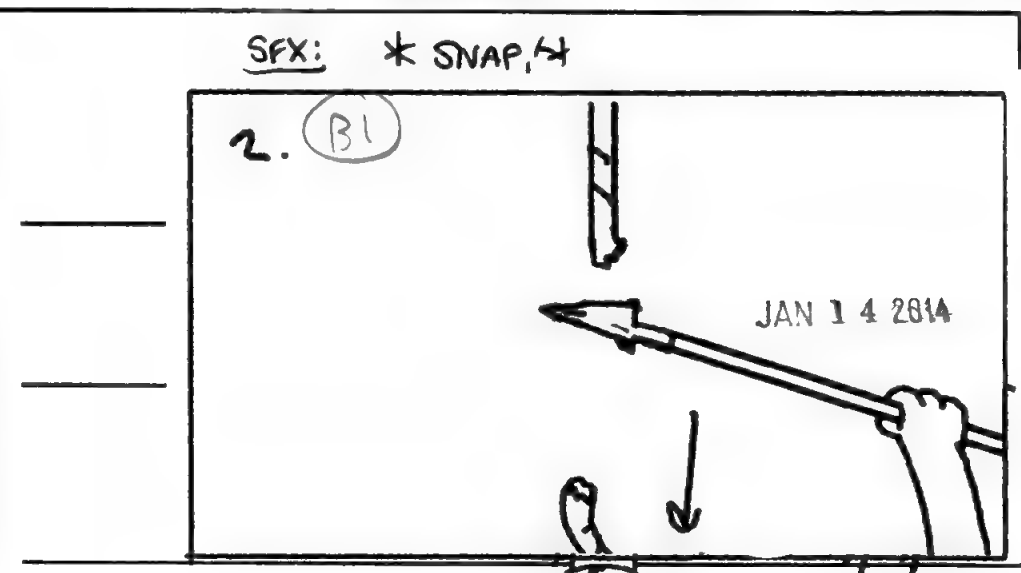
Dialog:

JAKE USES
ACTION:
AARON TIP
TO CUT ROPES

Timing:



SFX: * SNAP, *



cut

1025 - 171

EPISODE #

1025/171

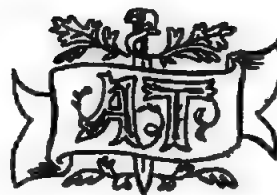
Production :

1025/171

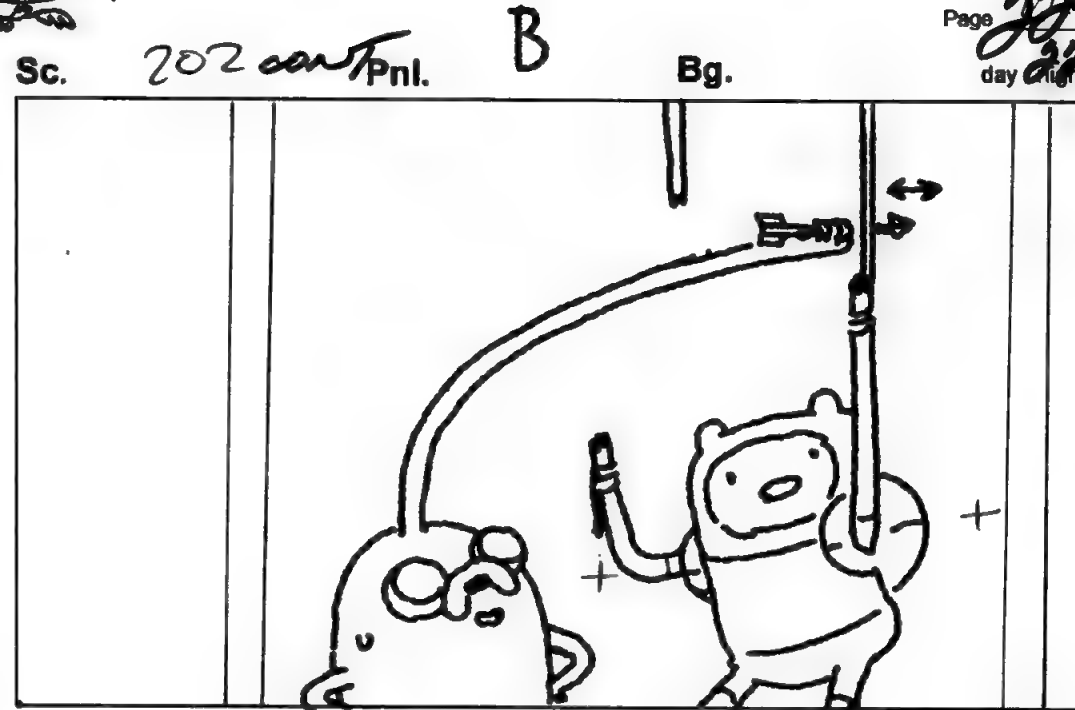
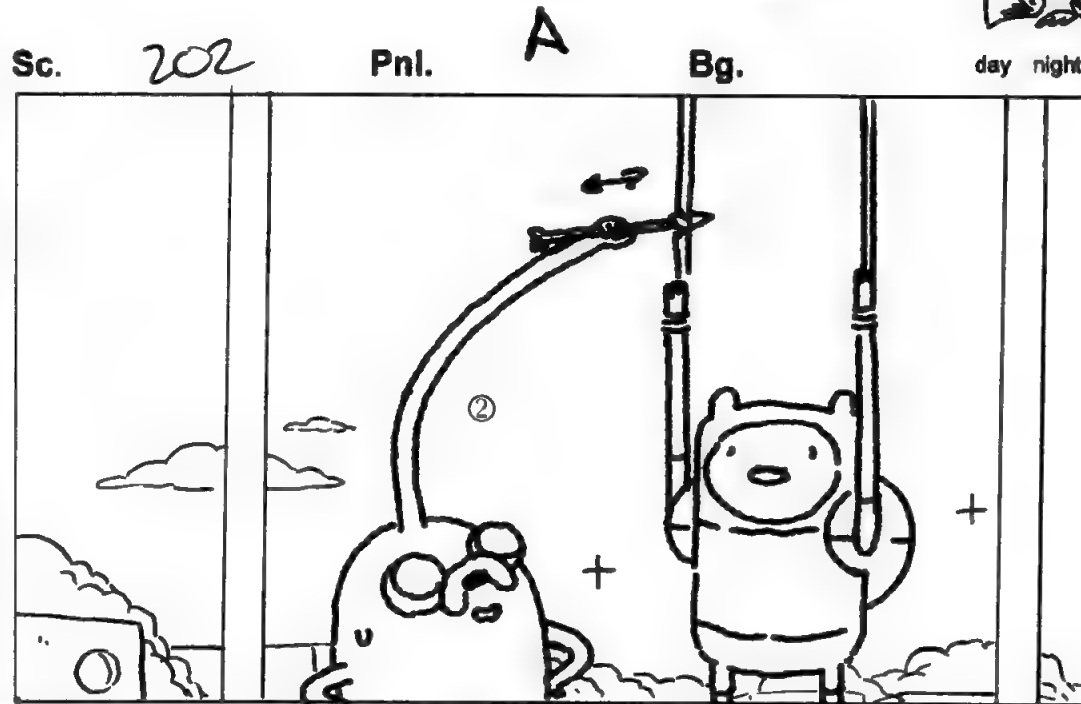
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Cut

ADVENTURE TIME



Page **221**
221A NEXT
day night



Dialog:	
Action: JAKE CUTS FINN'S ROPES.	
Timing:	JAN 14 2014



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EPISODE #

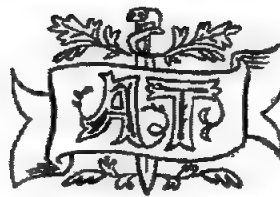
1025/171

Production :

1025/171

1025/171

ADVENTURE TIME



Page 221A

222 next

Sc. 202 CONT

Pnl. C

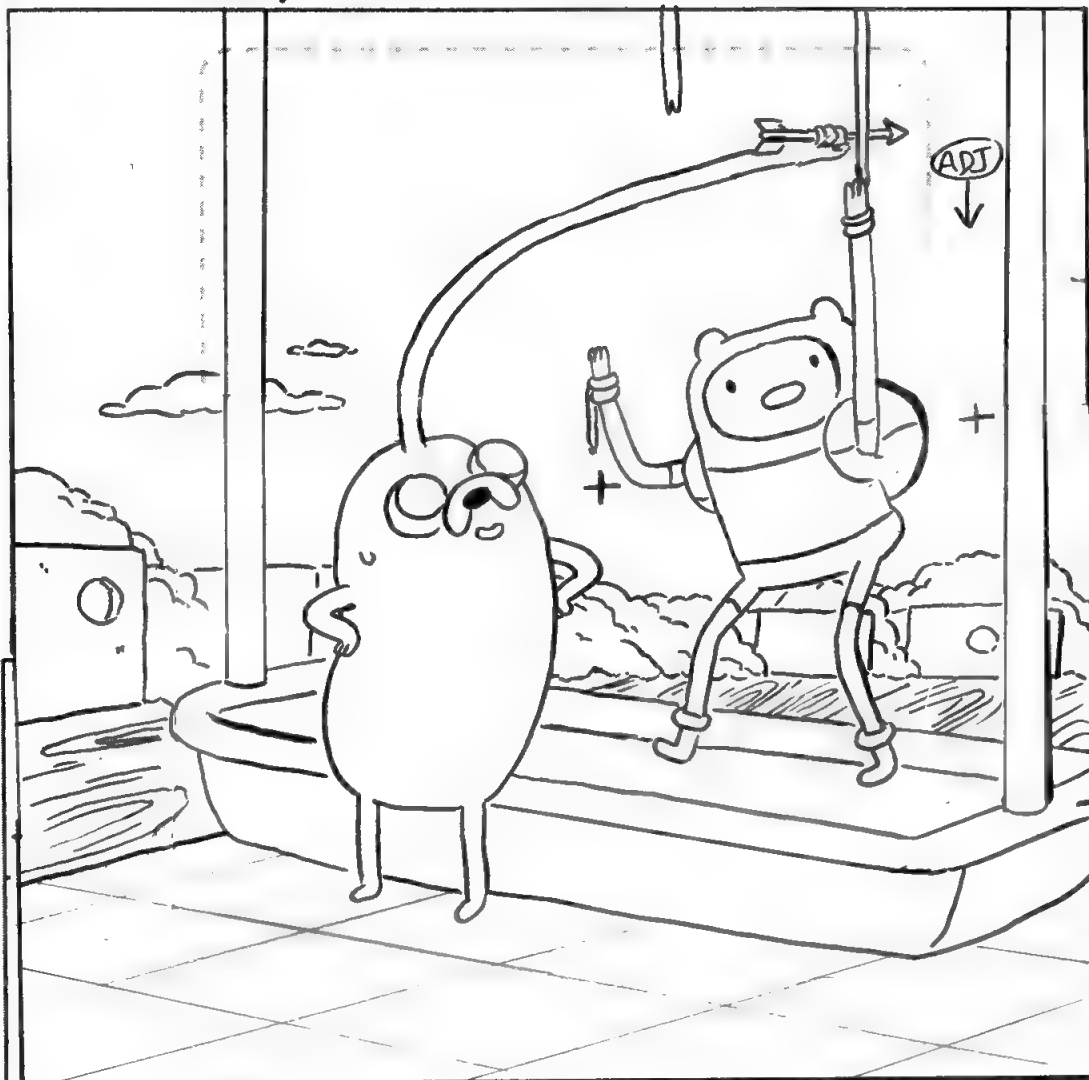
Bg.

day night

Sc.

Pnl.

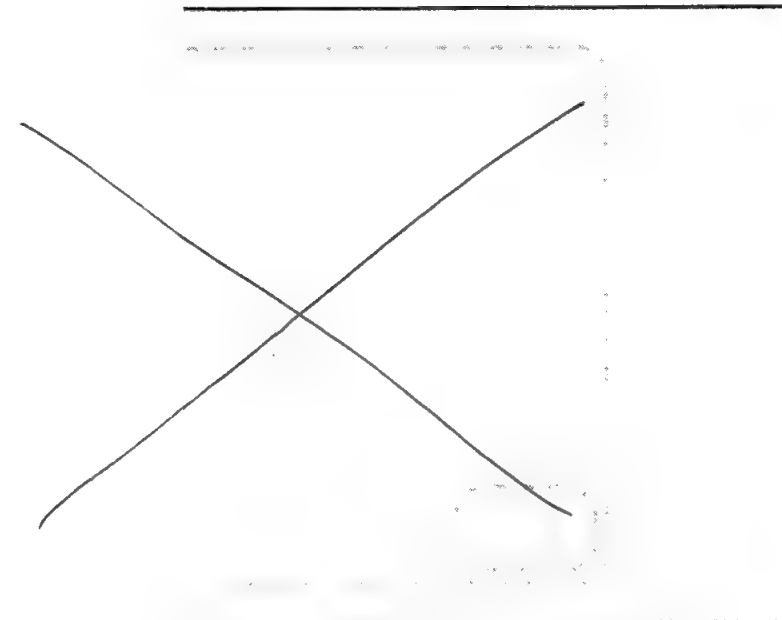
Bg.



A start

vert
pan
down

A stop



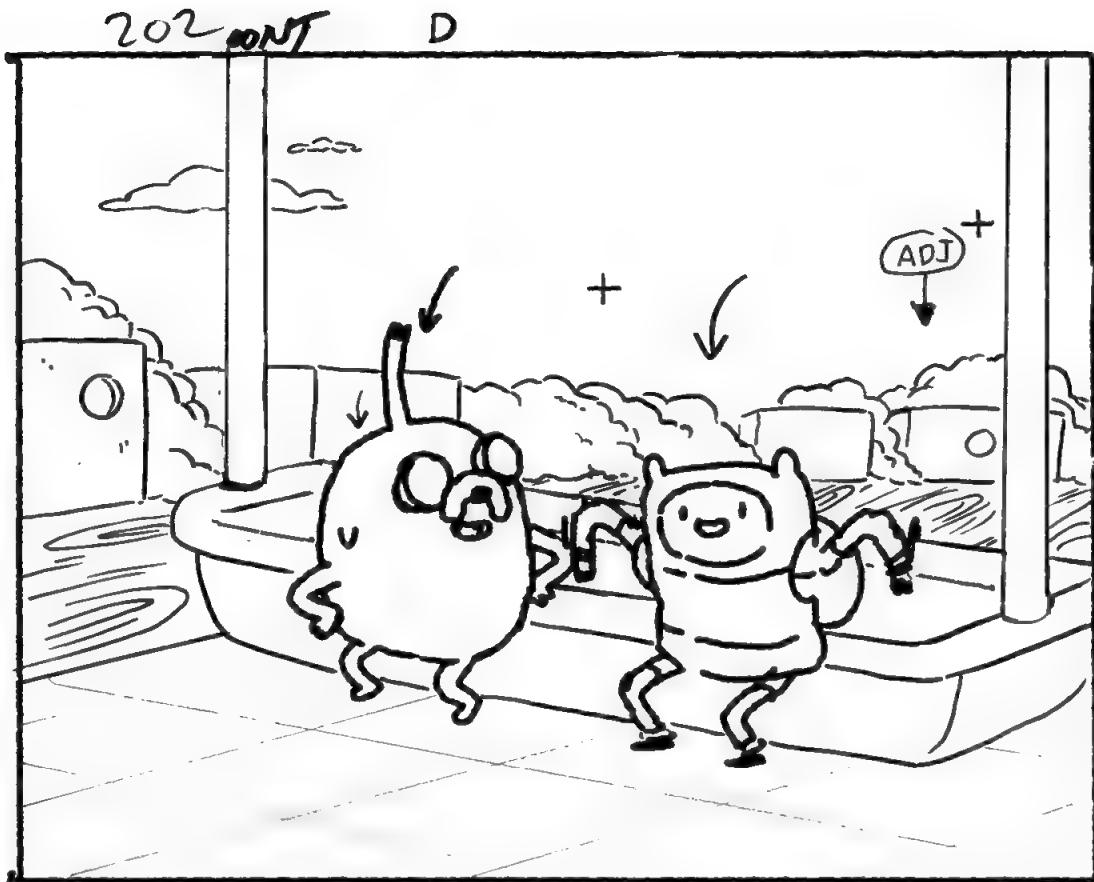
JAN 14 2014

EPISODE #

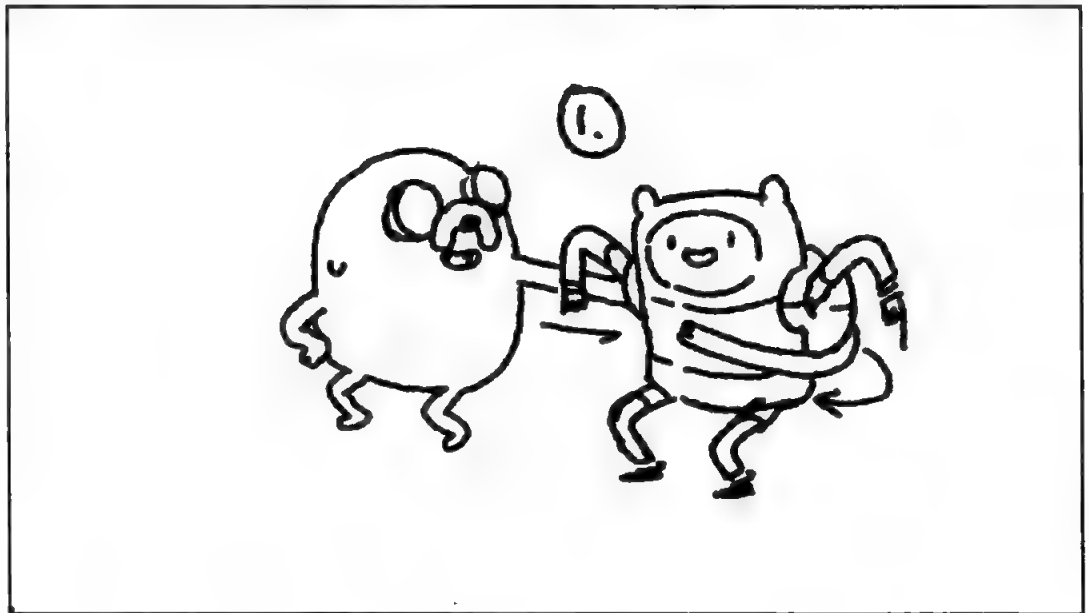
Production :

1025/171

1025/171



Sc. 202 cont Pnl. E Bg. Page 222 day night



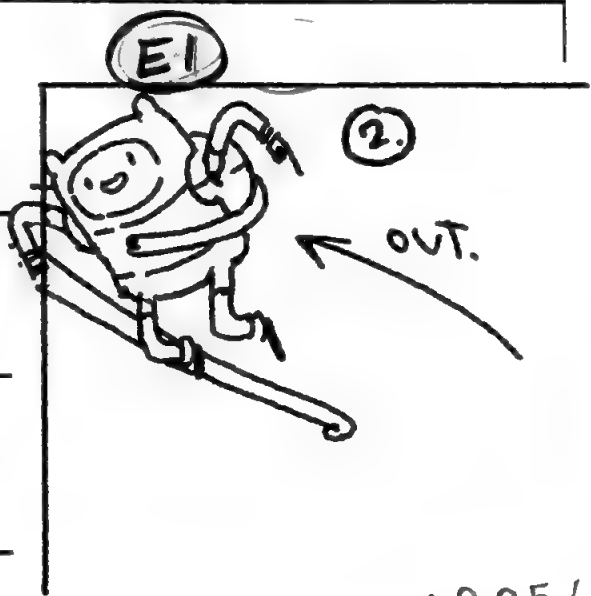
Dialog:

Action:

Timing:

U: LET'S BOUNCE, PO' BOY.

Production :



JAN 14 2014

ant

1025 - 171

EPISODE #

1025/171

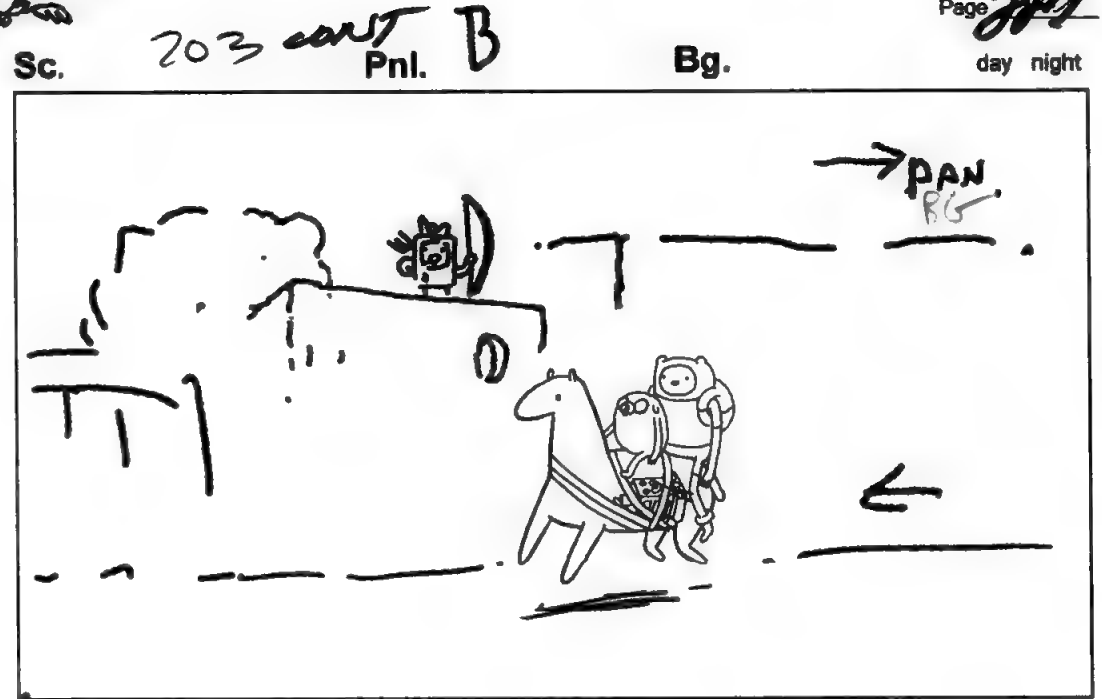
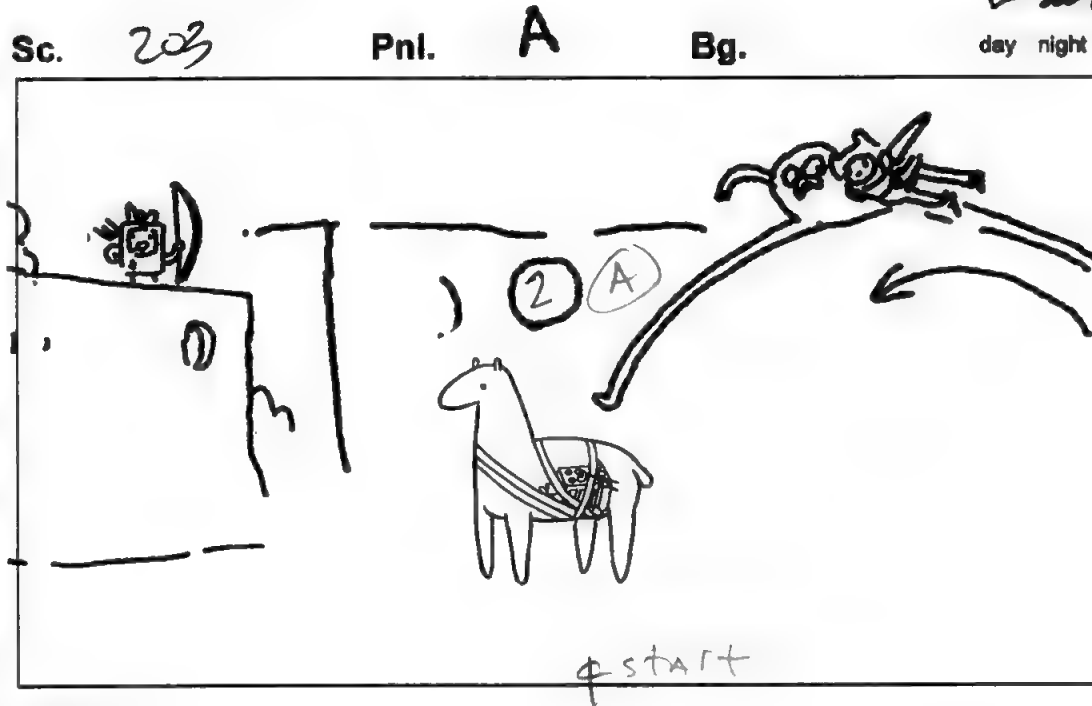
1025/171

Cut

ADVENTURE TIME



Page **272**
day night



Dialog:	
Action:	F & J Jump onto Horse.
Timing:	

They Ride off.

JAN 14 2014

1025 - 171

EPISODE #

1025/171

Production :

1025/171

ADVENTURE TIME



Sc. 203 CONT Pnl. C

Bg.

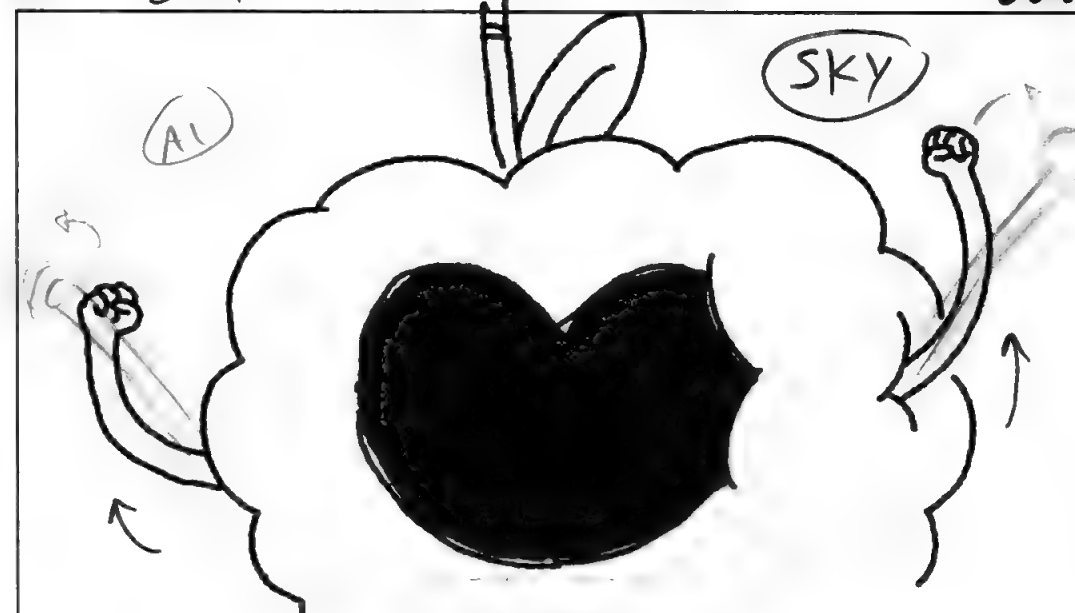
day night

Sc. 204

Pnl. A

Bg.

Page 224
224 ADVENT
Cut



Dialog:

BMO: HA-HA!

WBP/ FINN & JAKE!

Action:

Bmo jumps on the horse
Horse Rides off screen.

JAN 14 2014

Timing:

1025 - 171

EPISODE #

1025/171

Production :

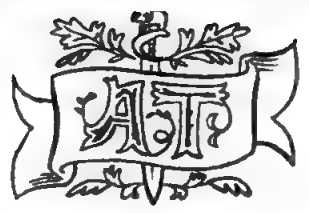
1025/171

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1025/171

Ho
Ant

ADVENTURE TIME



Page 224A
225/171
day night

Sc. 204A

Pnl. A

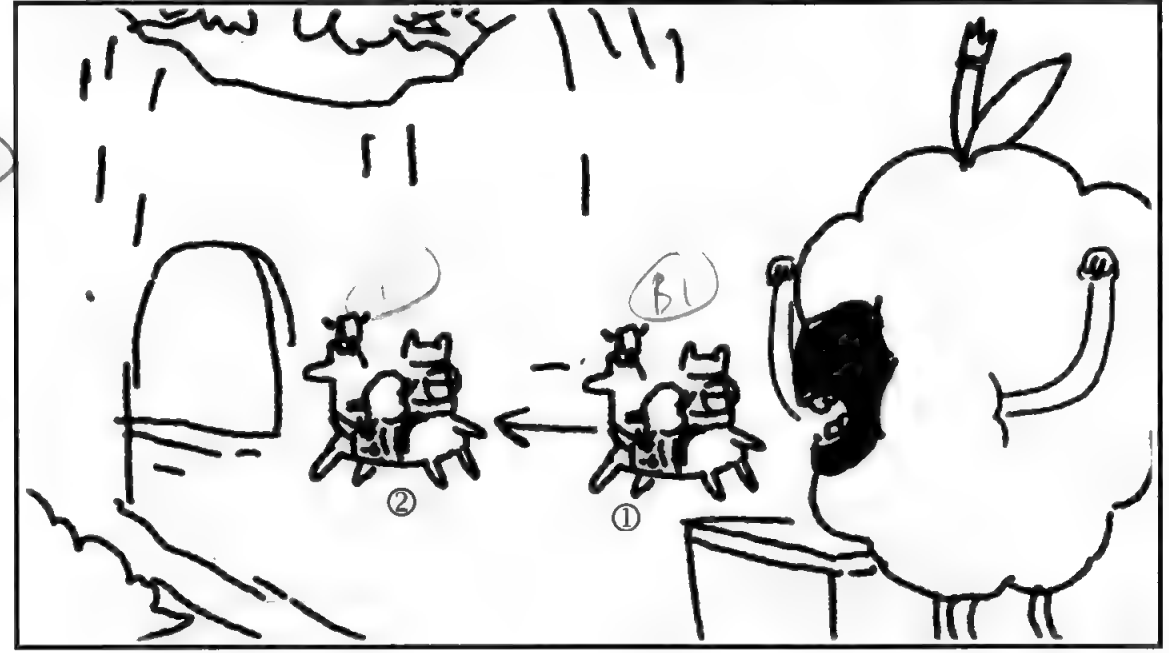
Bg.

day night

Sc. 204A *cont*

Pnl. B

Bg.



Dialog:
WBP/ If you ever return to Wildberry Kingdom-
Action:
JAN 1 4 2014
Timing:

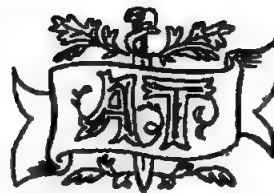
EPISODE # 1025 - 171

1025/171

Production:

1025/171

ADVENTURE TIME

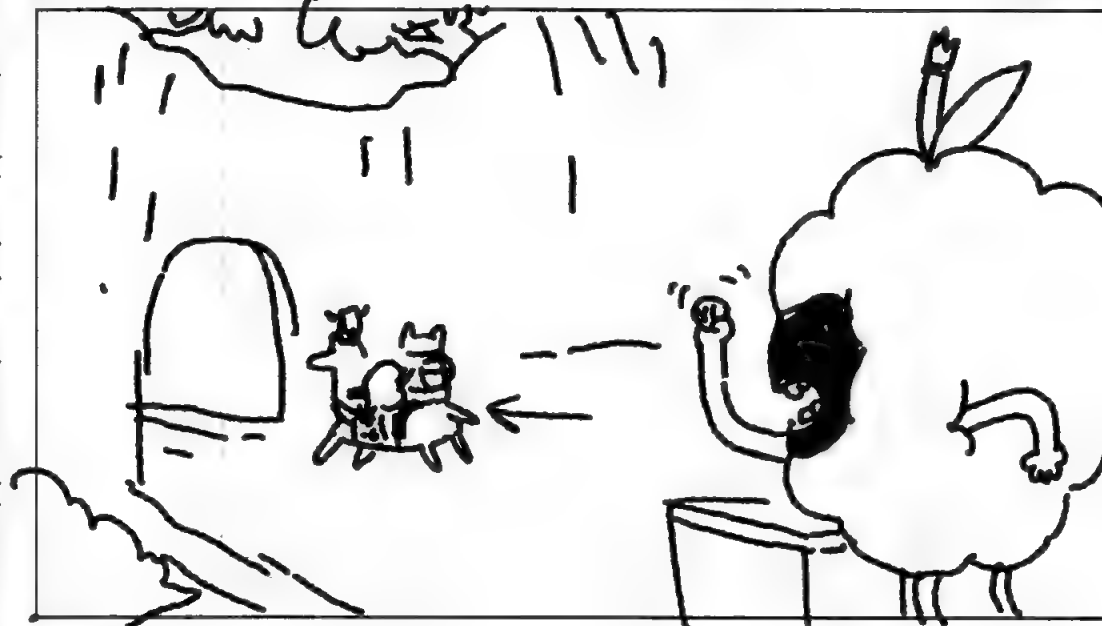


Page **225**
day night

Sc. 204A cont Pnl. C

Bg.

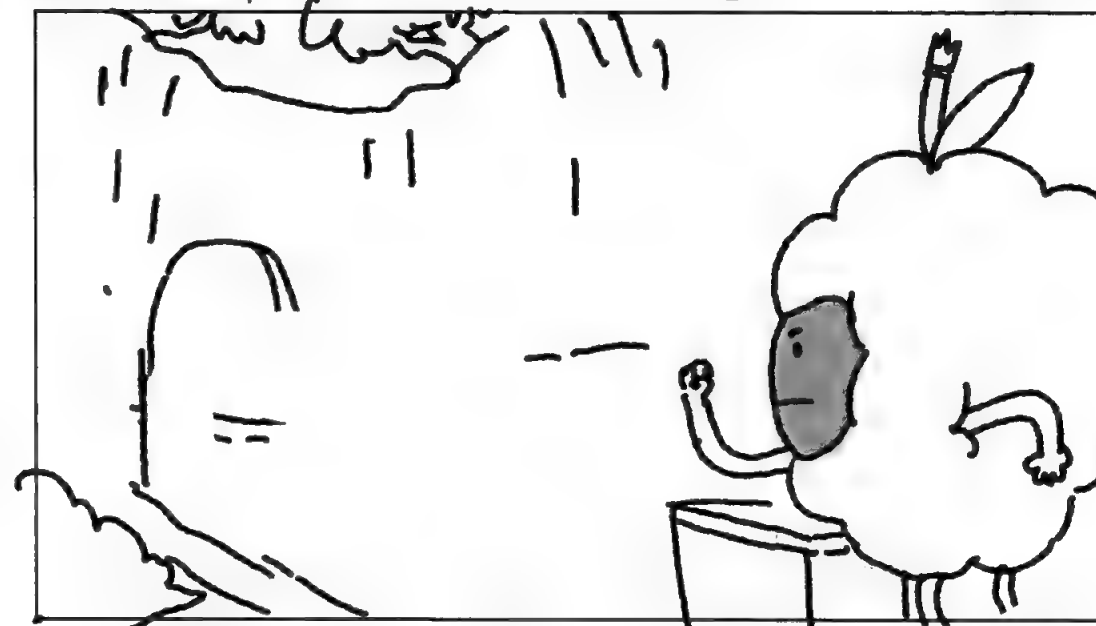
day night



Sc. 204A cont Pnl. D

Bg.

day night



Dialog:

WBP/ again I'll have you double dipped in gold.

. . .

Action:

- WBP shake AST.
- HORSE RIDES OUT.

RED FADES TO PINK.

JAN 14 2014

Timing:

1025 - 171

EPISODE #

1025/171

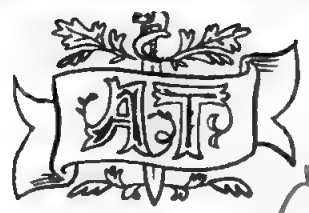
Production :

1025/171

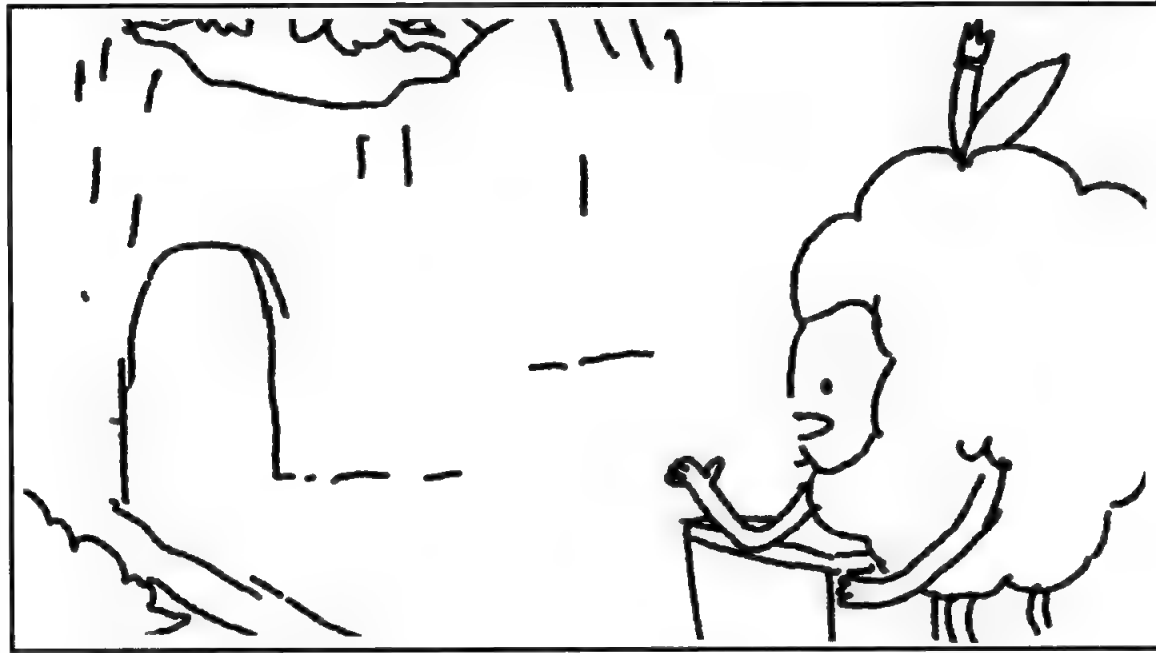
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1025/171

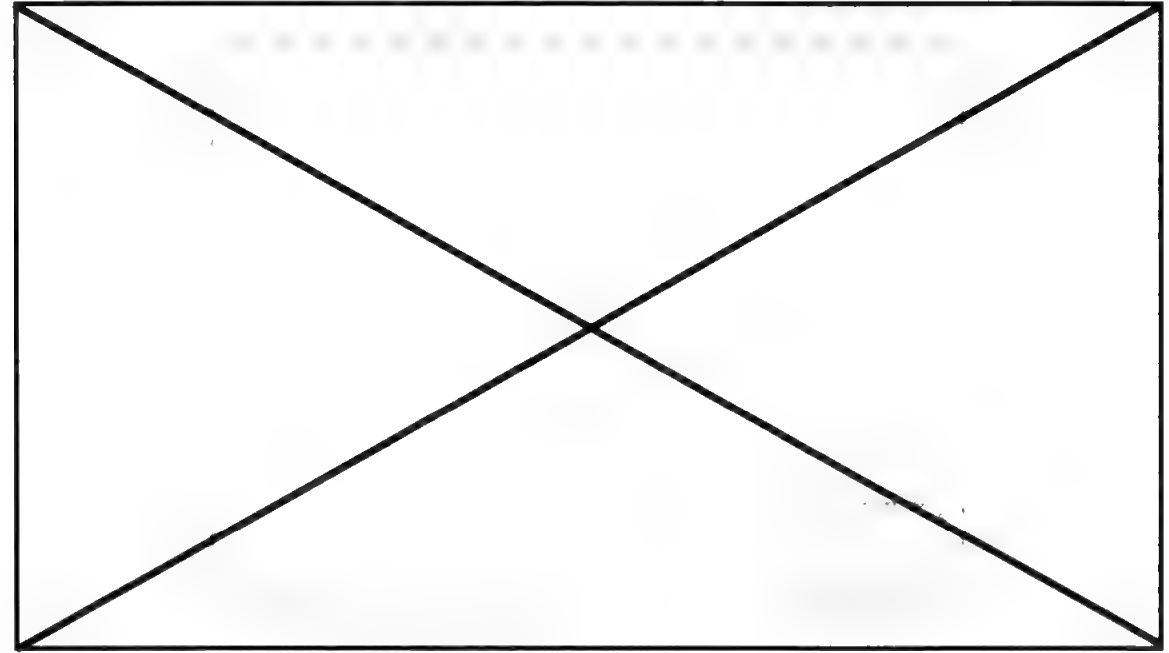
ADVENTURE TIME



Sc. 204 A const Pnl. E Bg. day night



Sc. Cut w/ wife to room Pnl. Bg. day night



Dialog: (pnl/te) WBP/...UNLESS I GAT A WRITTEN APOLOGY.
Action: pink fades to normal face color. <div>JAN 14 2014</div>
Timing:

1025 - 171

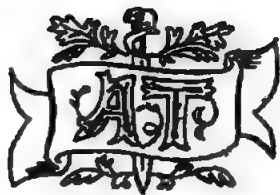
1025/171

Production:

1025/171

cut w/ wipe
@ 1:14

ADVENTURE TIME

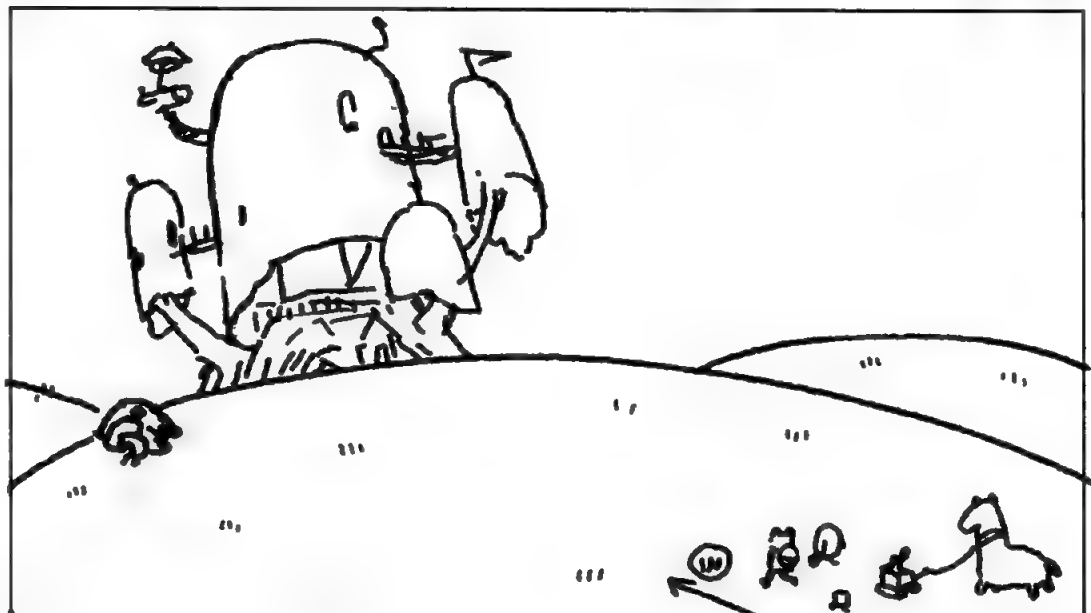


Hu
Cut

Sc. **205** Pnl. **A** Bg. day night



Sc. **205 cont** Pnl. **B** Bg. day night



Dialog:

Action: **APTWA STILL LYING ON THE GROUND,**

Timing:

APTWA
DETAIL POS **A**

JAN 14 2014

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EPISODE #

Production :

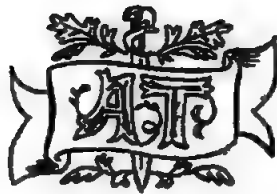
1025/171

1025/171

1025/171

Hi
AG

ADVENTURE TIME

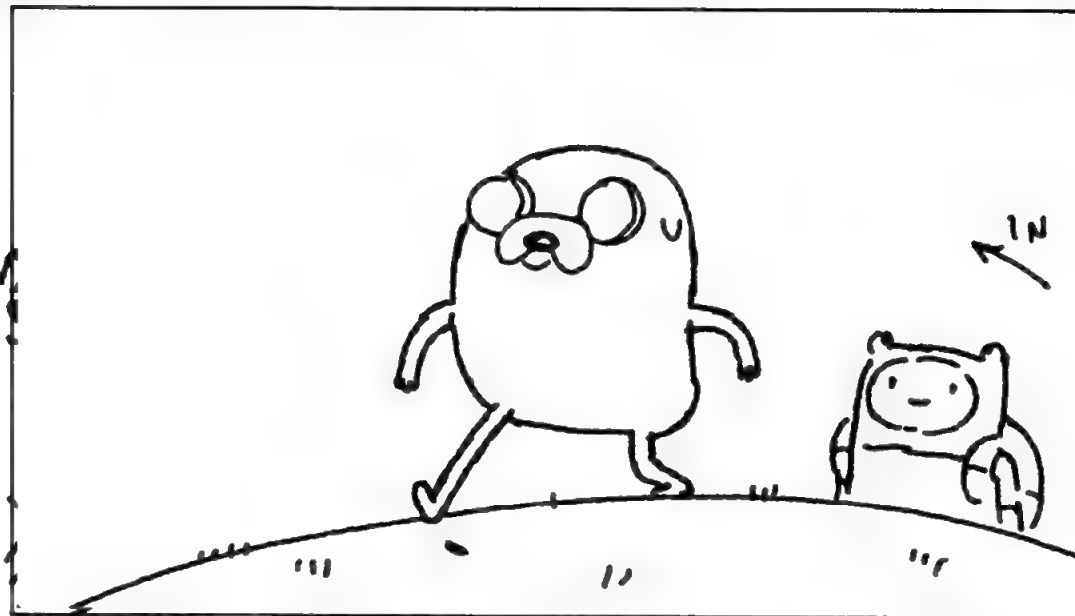


Page **28**
229A NEXT
day night

Sc. **206** Pnl. **A** Bg. day night



Sc. **206 cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:

JAN 14 2014

1025 - 171

EPISODE #

1025/171

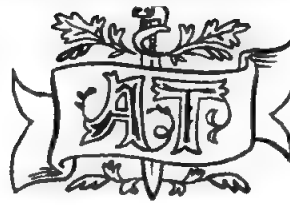
Production :

1025/171

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1025/171

ADVENTURE TIME



Ho
Cut

Page 228A

209 NEXT

Sc. 206 CONT Pnl. C

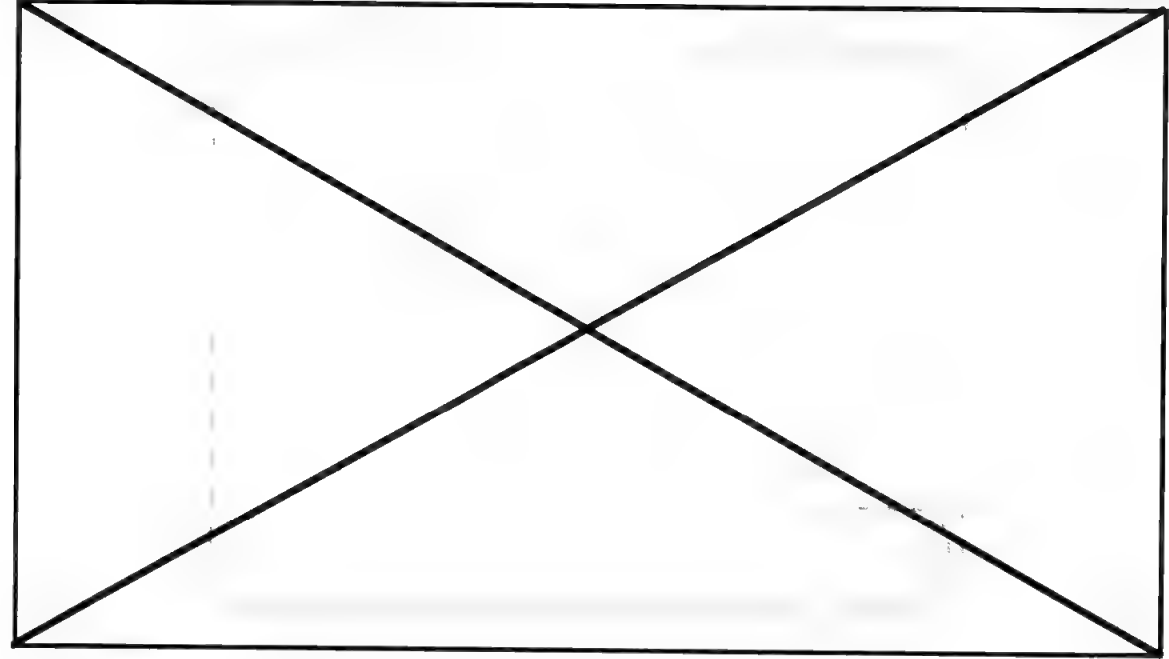
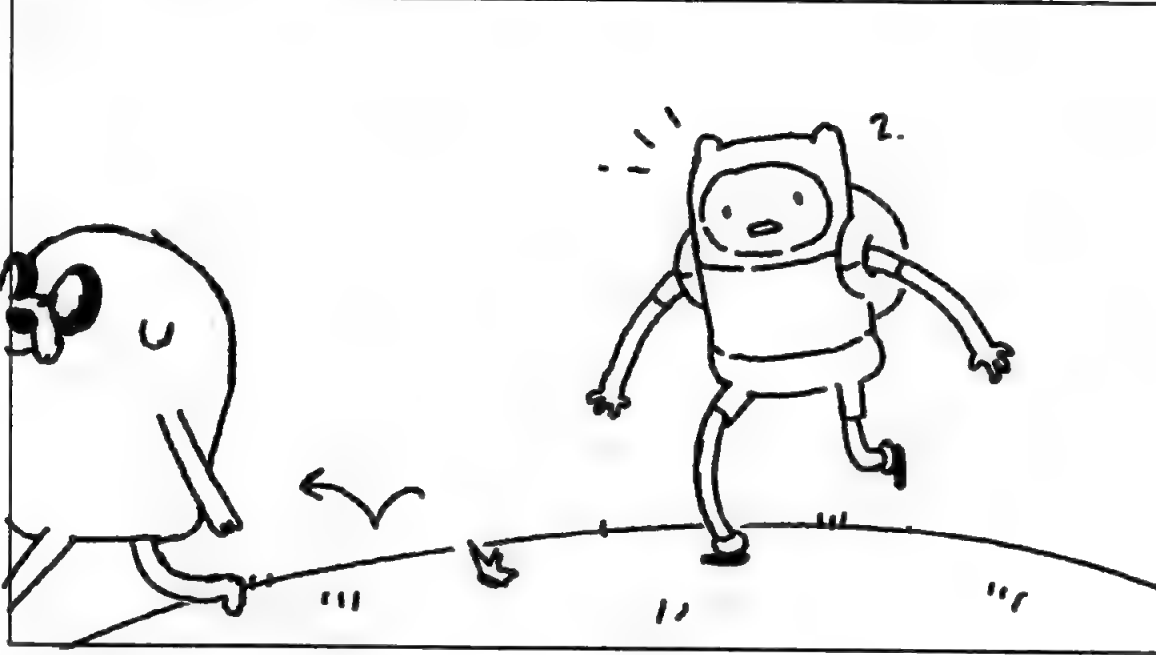
Bg.

day night

Sc.

Pnl.

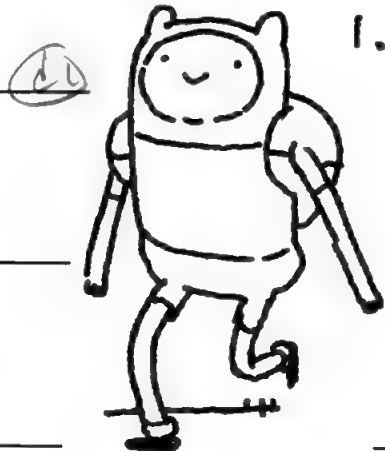
Bg.



Dialog:

F: (SURPRISED NOISE)

Action:



Timing:

JAN 14 2014

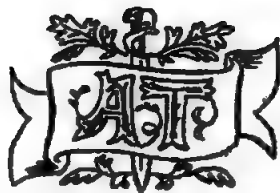
EPISODE # 1025 - 171

1025/171

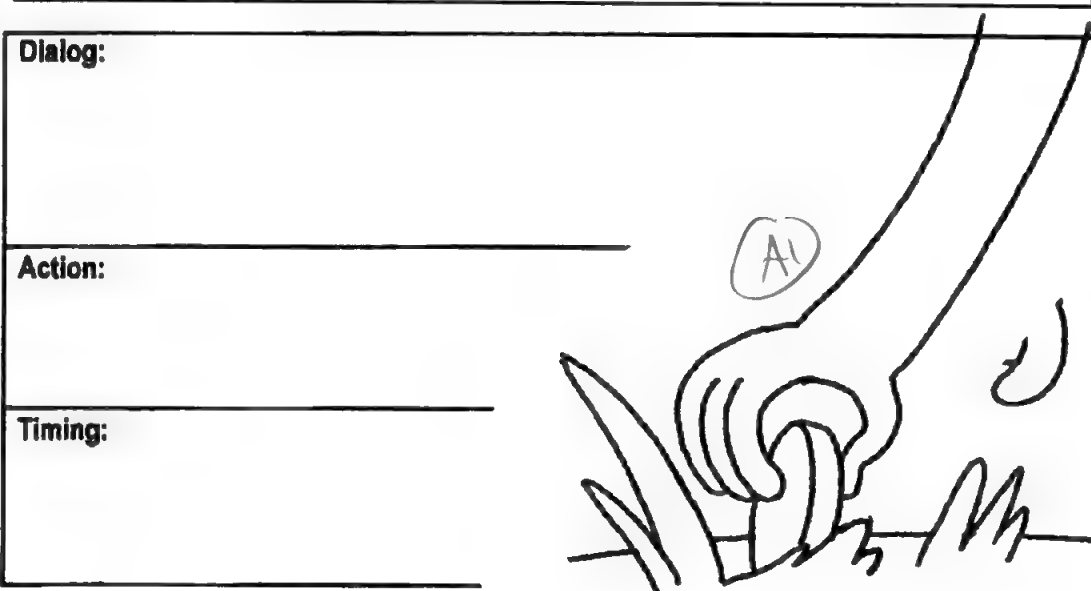
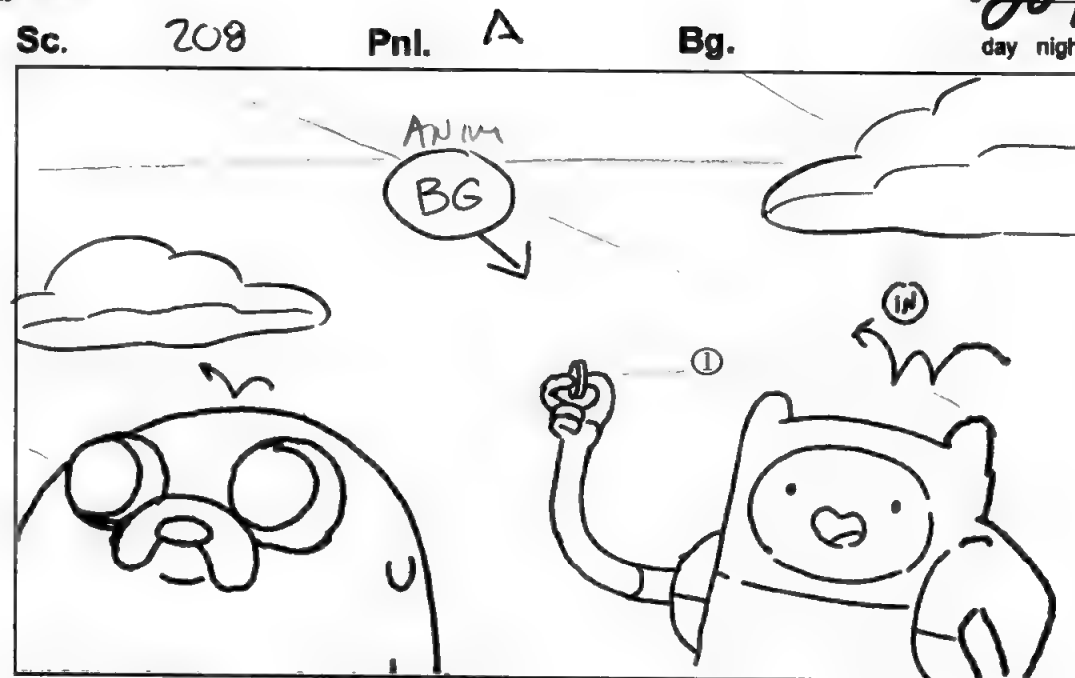
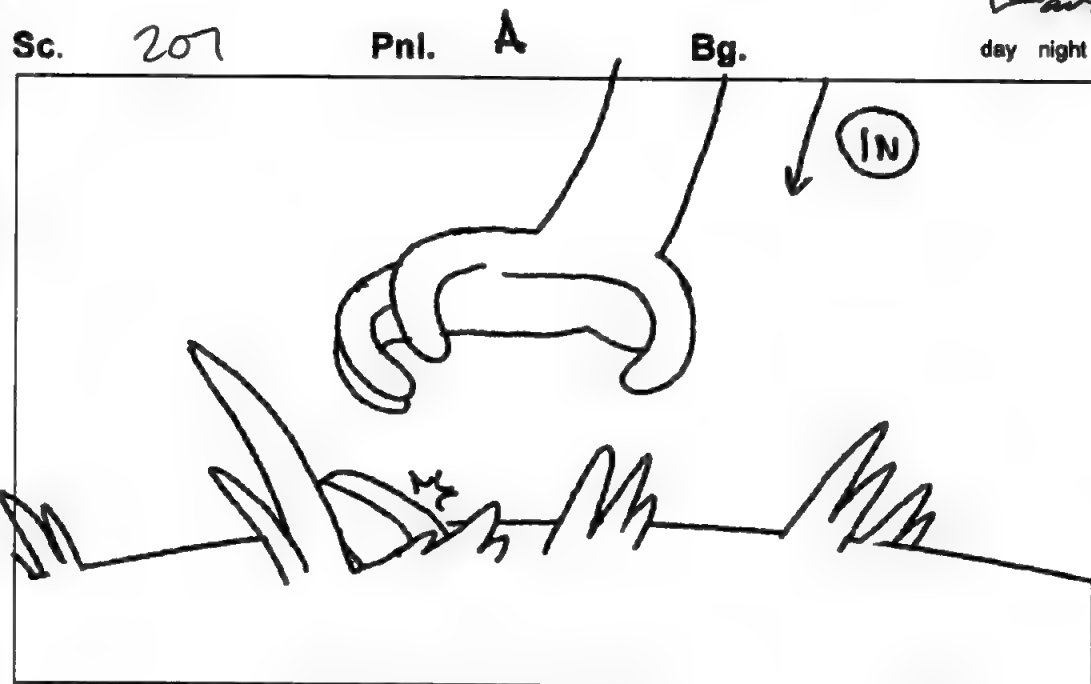
Production:

1025/171

ADVENTURE TIME



Page **229**
day night



F/ GOLD PIECE.

JAKE IS WALKING.



1025 - 171

EPISODE #

1025/171

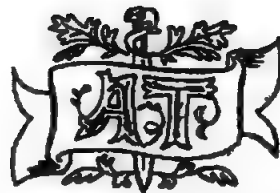
Production :

1025/171-

1025/171

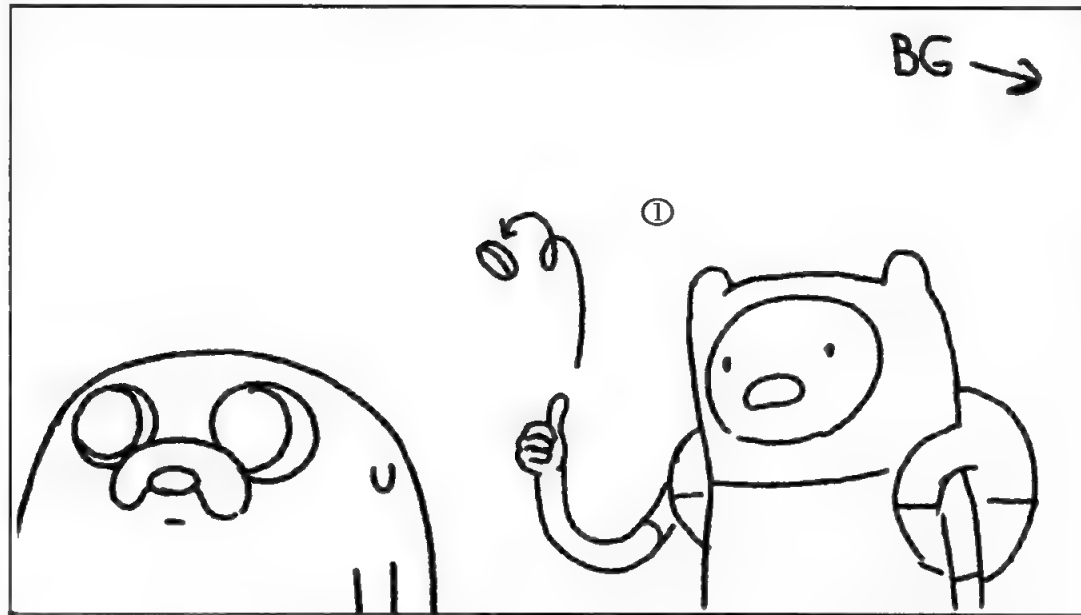
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ADVENTURE TIME

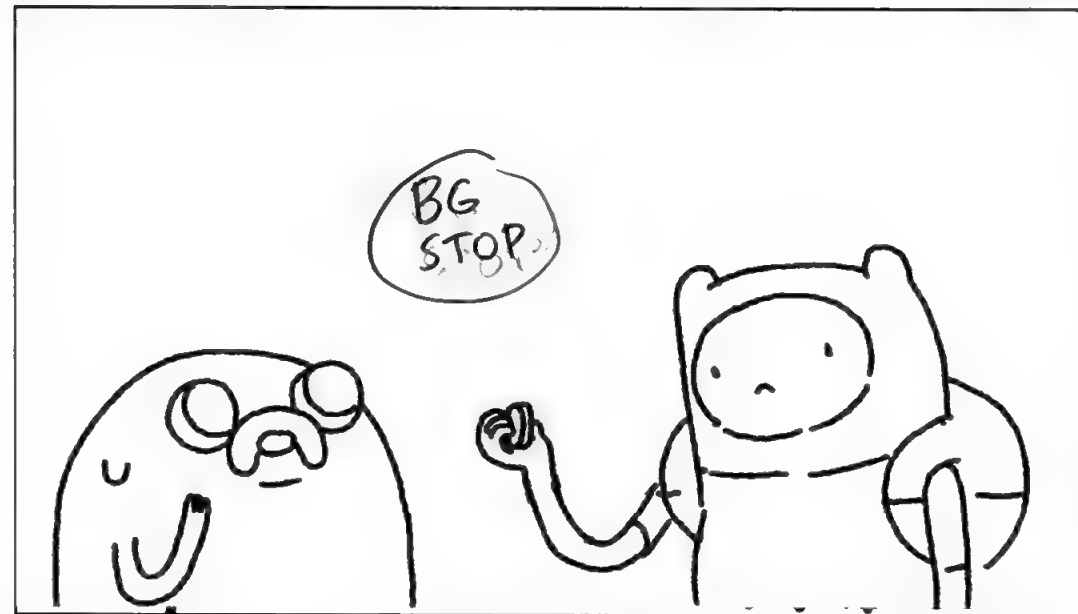


Page 230
day night

Sc. 208 *cont* Pnl. B Bg. day night



Sc. 208 *cont* Pnl. C Bg. day night



Dialog: F/ YOU WANNA FLIP TO SEE WHO
Writes THAT APOLOGY LETTER?

J/ HOW BOUT -

Action:

Timing



JAN 14 2014

1025/171

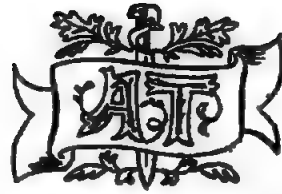
1025 - 171

EPISODE #

1025/171

1025/171

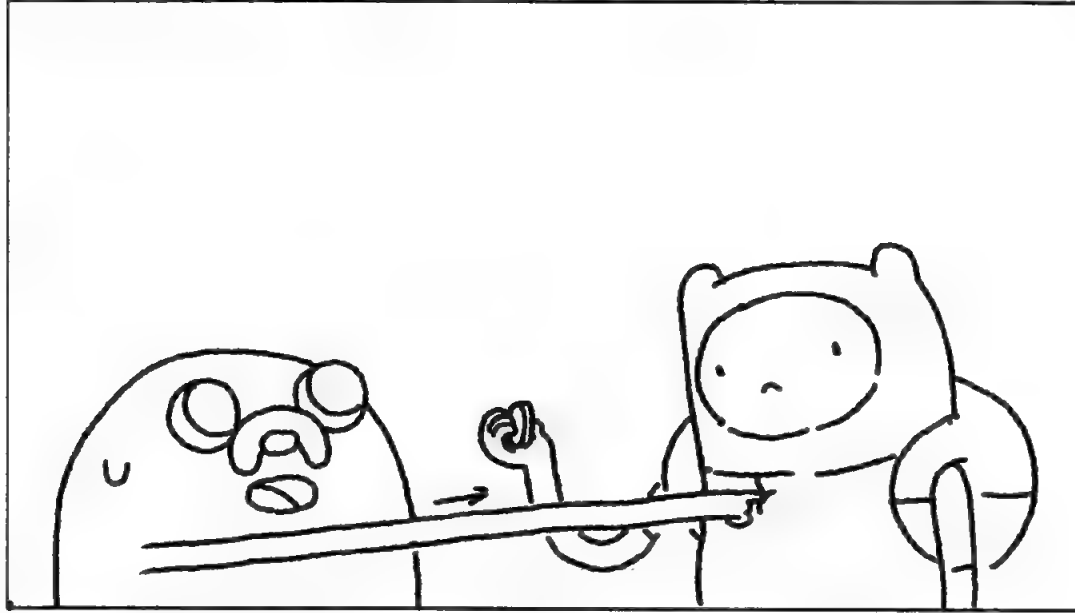
ADVENTURE TIME



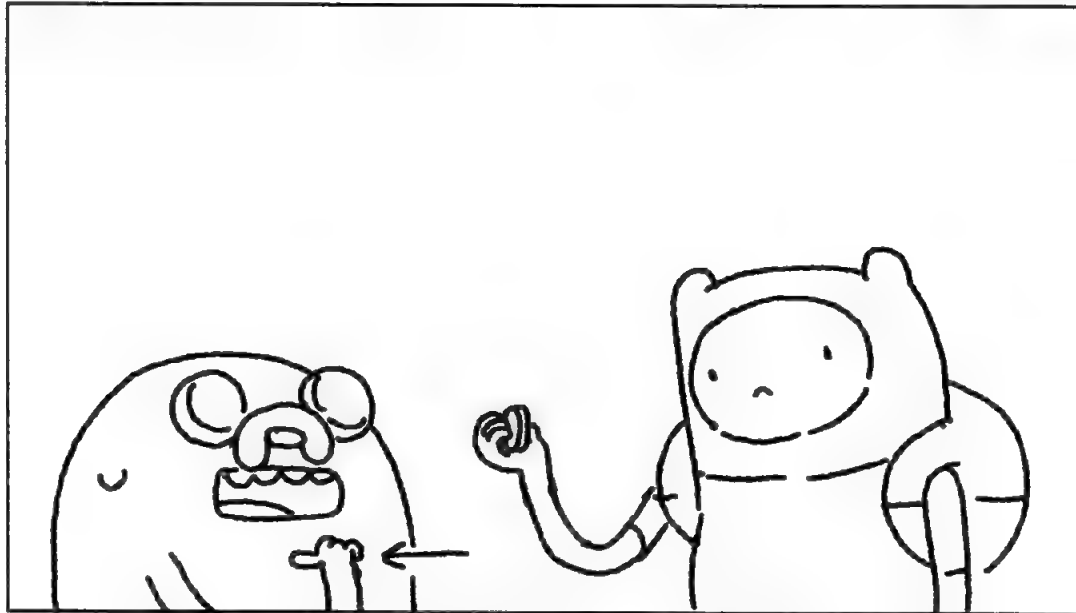
no Scs. 209-210

Page *23/23*
date *1/14/14*

Sc. 208 *cont* Pnl. D Bg. day night



Sc. 208 *cont* Pnl. E Bg.



Dialog:	
J/ YOU WRITE IT --	J/ I SIGN IT.
Action:	
JAN 14 2014	
Timing:	

1025 - 171

EPISODE #

Production :

1025/171

1025/171

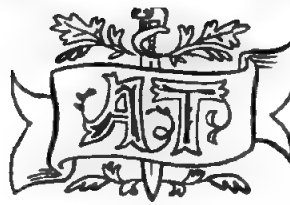
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1025/171

1025/171

He
Cut

ADVENTURE TIME



Page 231A

231A
day night

Sc. 211

Pnl. A

Bg.

day night

Sc. 211 *cont*

Pnl. B

Bg.



Dialog:

F/ Haha.

w/ some
crazy

F/ No way man.

Action:

JAN 14 2014

Timing:

EPISODE # 1025 - 171

Production:

1025/171

1025/171

ADVENTURE TIME



Sc. 211 *cont* Pnl. C Bg. day night



Sc. 211 *cont* Pnl. D Bg. day night



Dialog:	
Action:	
Timing:	



JAN 14 2014

1025/171

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1025 - 171

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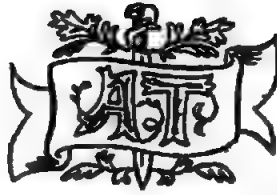
1025/171

Production :

1025/171

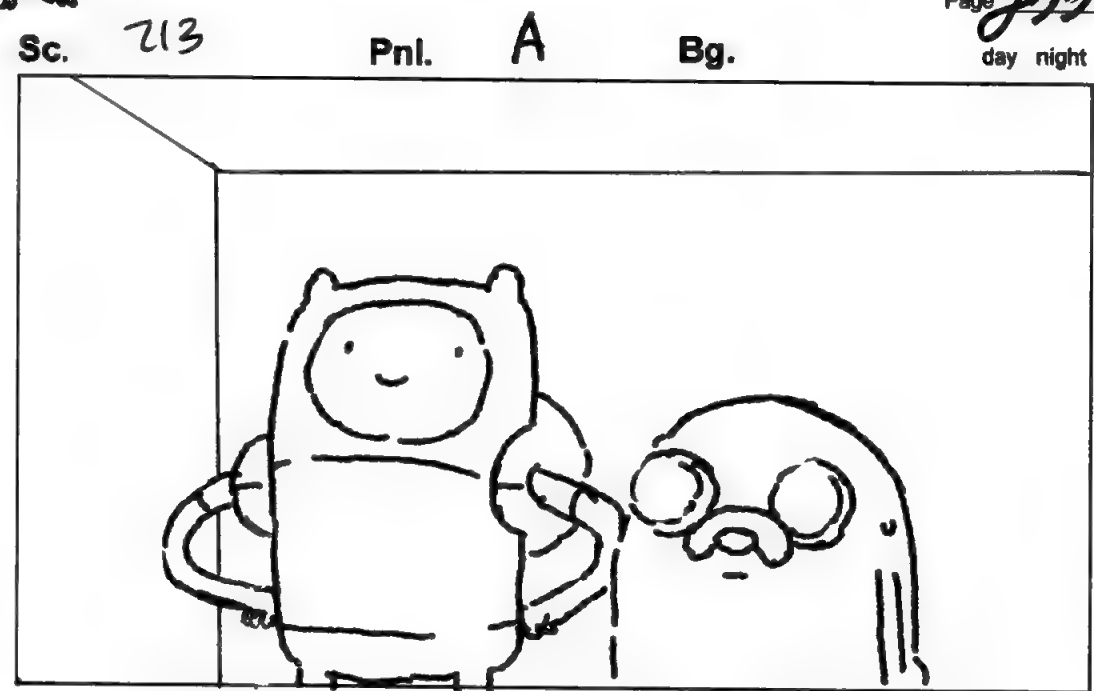
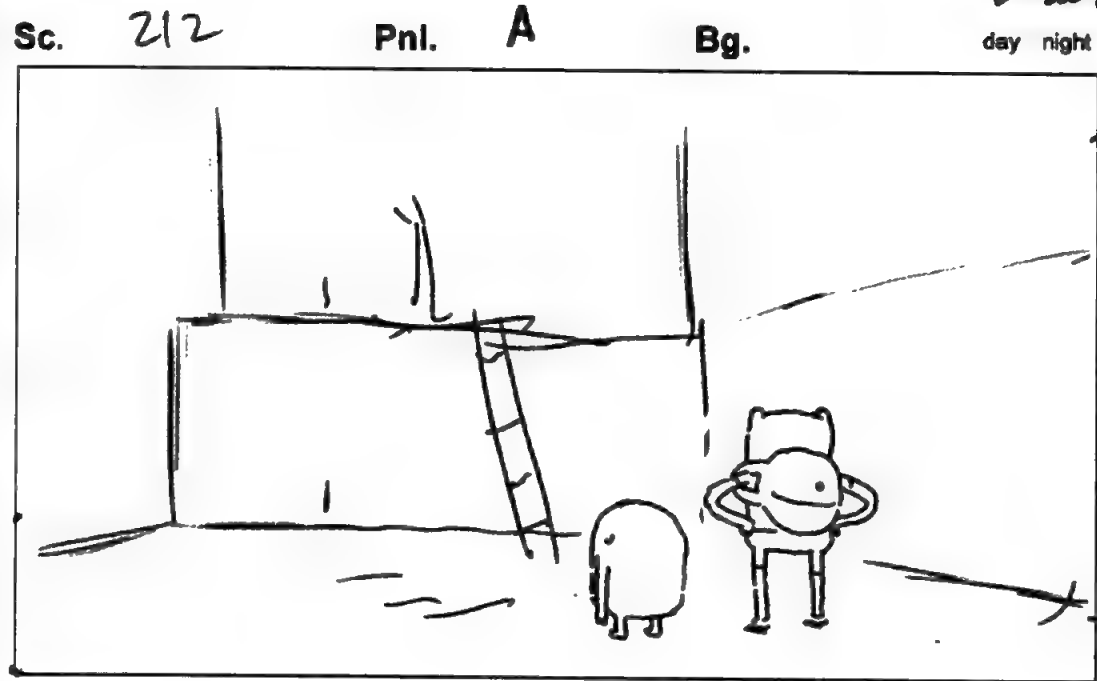
Cut

ADVENTURE TIME



Hu
G.I

Page **233**
day night



Dialog:

Action:

- FINN + JAKE STARE AT EMPTY TREASURE ROOM.

JAN 14 2014

Timing:

1025 - 171

EPISODE #

1025

Production :

1025/171

1025/171

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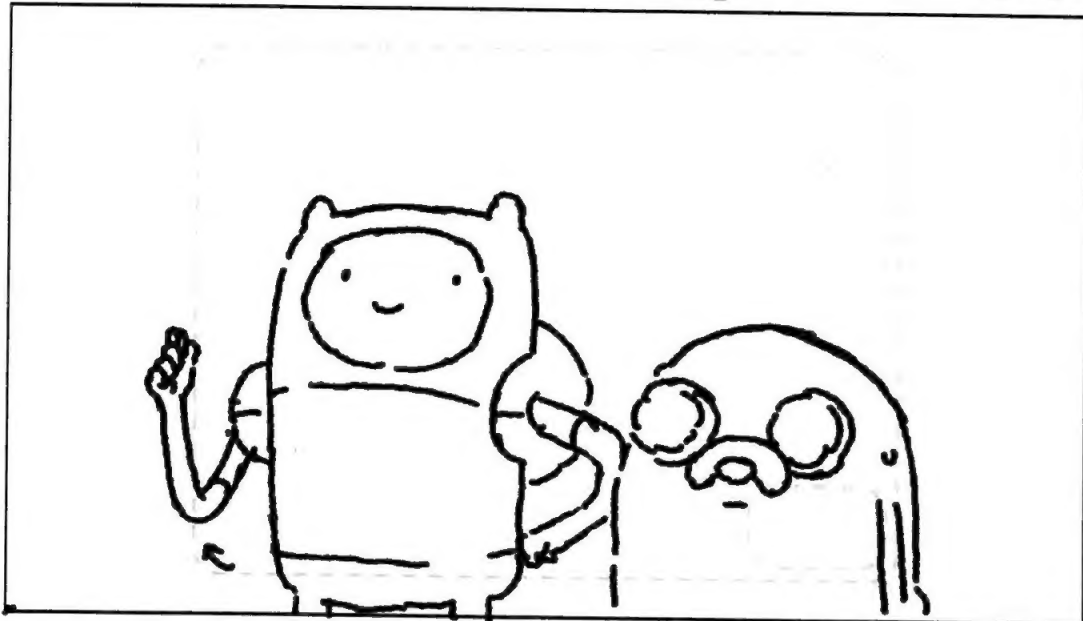
ADVENTURE TIME



NO SC
214

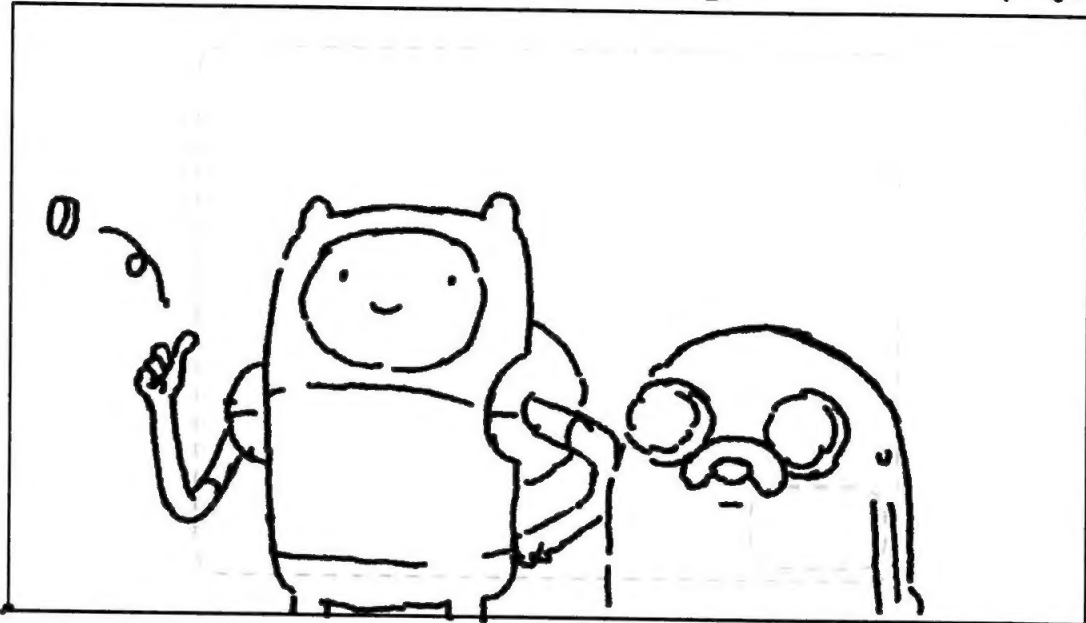
Sc. 213 cont Pnl. B Bg.

day night



Sc. 213 cont Pnl. C Bg.

Page 204
day night



Dialog:

SFX: * TING *

Action:

- F. FLIPS COIN

JAN 14 2014

Timing:

1025 - 171

EPISODE #

1025/171

Production :

1025/171

ADVENTURE TIME



Page **235**
day night

Sc. Pnl. Bg. day night

Cut

Sc. **215** Pnl. **A** Bg. day night

Dialog:

Action:

Timing:

*SFX: * CLKK - CLKK -*

COIN LANDS AND ROLL ON THE FLOOR.

JAN 14 2014

1025 - 171
EPISODE #
1025/171
Production :

215 CONT

Pnl.

Bg.

Diag Pan
w/Action

1025-171

DE #

1025/171

Stop
A

OUT

JAN 14 2014

Dialog:

Action:

COIN ROLLS INTO CRACK IN THE
FLOOR
PAN W/ COIN.

Timing:

END

1025/171

1025/171

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215 CONT

(C)



Pnl.

Bg.

Page 270
day night

Stop
A

OUT

Drag Pan
w/ action

(B)

1025 - 171

DE #

1025/171

Dialog:

Action:

- COIN ROLLS INTO CRACK IN THE
FLOOR
- PAN W/ COIN.

Timing:

END

JAN 14 2014

Start
A

1025/171